



The Godfather™

THE GAME

STRATEGY GUIDE



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The Godfather™ THE GAME

PRIMA Official Game Guide

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Introduction

WELCOME TO THE CORLEONE FAMILY

"I'm going to tell you the story of a boy. His name was Leolucas. He was born more than a thousand years ago, in Sicily. When he was only twelve, he saw his parents brutally murdered by soldiers. After that, he was alone; and even though he was just a boy, he ran his Family's estate and worked the land, like a man. Then one day, he heard the summons to his true destiny. He gave all his money, and his land, to the poor—he became a monk. He performed many selfless acts and was loved by everybody who knew him. He died peacefully at the age of a hundred.

"Even after his death, he performed many miracles, affirmed by the Holy Father in Rome. Leolucas is now the Patron Saint of Corleone.

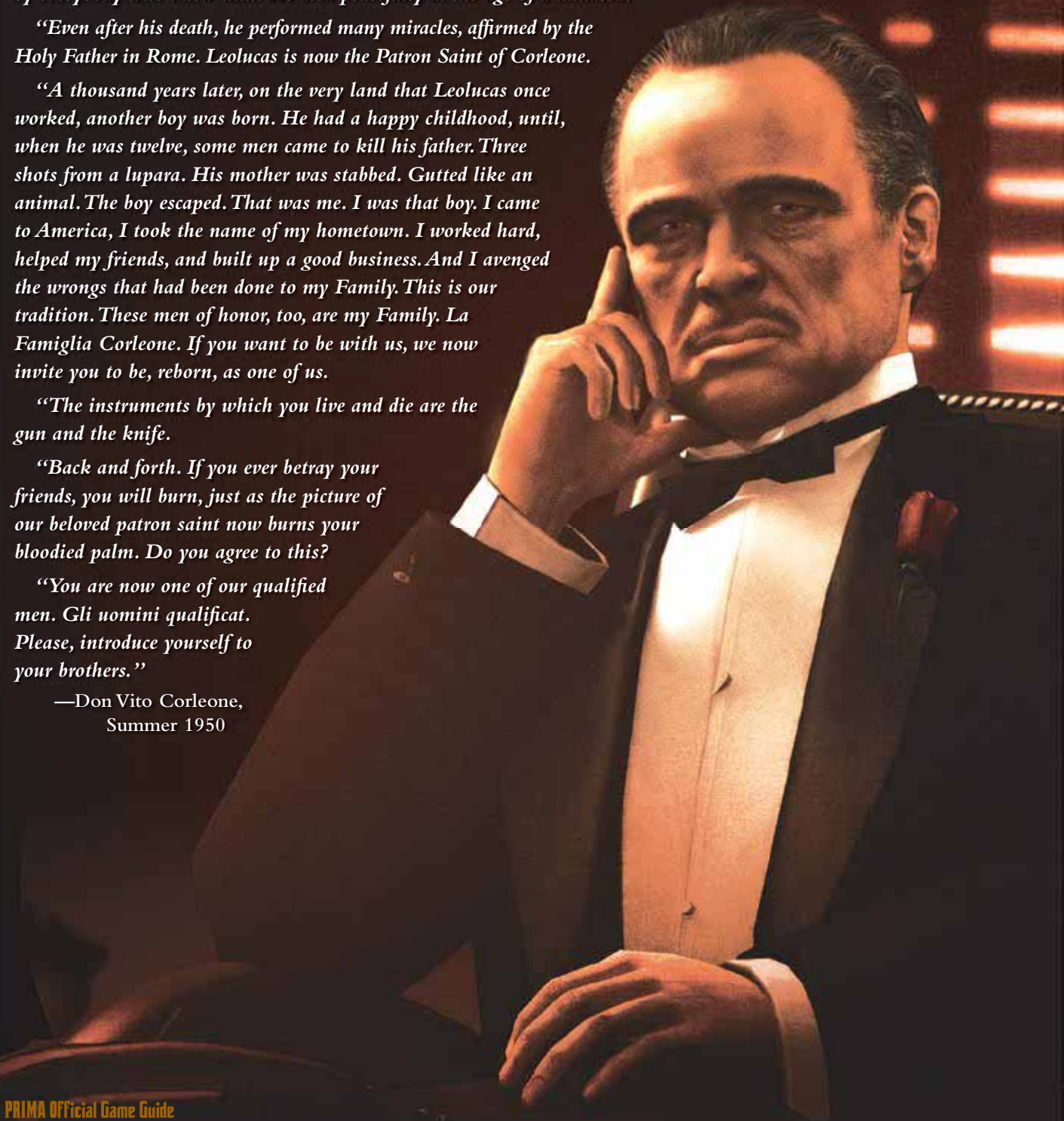
"A thousand years later, on the very land that Leolucas once worked, another boy was born. He had a happy childhood, until, when he was twelve, some men came to kill his father. Three shots from a lupara. His mother was stabbed. Guttled like an animal. The boy escaped. That was me. I was that boy. I came to America, I took the name of my hometown. I worked hard, helped my friends, and built up a good business. And I avenged the wrongs that had been done to my Family. This is our tradition. These men of honor, too, are my Family. La Famiglia Corleone. If you want to be with us, we now invite you to be, reborn, as one of us.

"The instruments by which you live and die are the gun and the knife.

"Back and forth. If you ever betray your friends, you will burn, just as the picture of our beloved patron saint now burns your bloodied palm. Do you agree to this?

"You are now one of our qualified men. Gli uomini qualificat. Please, introduce yourself to your brothers."

—Don Vito Corleone,
Summer 1950



HOW TO USE THIS BOOK

This tome provides all the knowledge you need to run a mafia empire across the landscape of New York City. To further your progress, this guide is divided into the following chapters (not including "Introduction"):

**TRAINING: GAINING POWER – p. 4**

FROM NEGOTIATING MENUS, TO CHOOSING A MOBFACE AND AN OUTFIT, TO UNDERSTANDING THE IN-GAME ICONS AND MAPS, EVERYTHING TO GET YOU STARTED IN YOUR CAREER AS A FLEDGLING GANGSTER IS HERE. OF SPECIAL NOTE ARE ALL THE BLACKHAND COMBAT AND GRAPPLING TECHNIQUES, WEAPONS INFORMATION, AND VEHICLES TO DRIVE.

TRAINING: EARNING MONEY AND RESPECT – p. 24

HERE YOU'LL LEARN THE TECHNIQUES THAT ALLOW YOU TO INCREASE YOUR MONEY AND RESPECT.

LEARN HOW TO LEVEL UP, WHAT SKILLS TO INCREASE, AND HOW TO DEAL WITH EXTORTIONS, HEAT, VENDETTAS, AND A MOB WAR. ALSO LEARN ABOUT THE WORLD OF FREELANCING, WHERE YOU MAKE YOUR OWN DESTINY.

**MEET THE FAMILIES – p. 38**

THIS SECTION DETAILS EACH OF THE FOUR RIVAL FAMILIES, THEIR FAMILY TREES, AND WHERE THEY ARE BASED, PLUS BIOGRAPHIES OF THE MAIN MEMBERS OF THE CORLEONE FAMILY.

**TOUR OF THE CITY – p. 45**

THIS TOUR OF ALL FIVE NEIGHBORHOODS SHOWS EVERY BUSINESS PROPRIETOR, RACKET BOSS, POLICE STATION, CLINIC, HOSPITAL, CHURCH, LANDMARK, AND COMPOUND. FIND DETAILS ON EVERY PERSON YOU CAN EXTORT MONEY FROM, THE MAXIMUM AMOUNT YOU CAN EXTORT, AND THE HISTORY OF THE BUSINESS. AFTER THIS, FIND TACTICS ON TAKING DOWN WAREHOUSES AND COMPOUNDS AND HEISTING BANKS.

**THE WALKTHROUGH – p. 119**

THE BULK OF THIS BOOK SHOWS YOU PREFERRED TACTICS FOR COMPLETING ALL THE CAMPAIGN MISSIONS, AND THE 20 CONTRACT HITS YOU CAN ATTEMPT THROUGHOUT THE GAME. WHERE APPROPRIATE, MULTIPLE METHODS OF COMPLETION FOR EACH PART OF A MISSION ARE SHOWN, ALONG WITH A HOST OF TIPS, NOTES, AND CAUTIONS.

**APPENDICES: LISTS AND TABLES – p. 320**

THESE APPENDICES ALLOW YOU TO CHECK OFF TASKS WHEN YOU COMPLETE THEM. THIS SECTION ALSO LISTS EVERYTHING THIS GAME HAS TO OFFER!

**ART GALLERIES – p. 326**

THE FINAL SECTION OF THE GUIDE IS PACKED WITH PRE-PRODUCTION SKETCHES, RENDERS, AND PAINTINGS. PEPPERED THROUGHOUT THE GALLERIES ARE NOTES FROM MEMBERS OF THE DEVELOPMENT TEAM DETAILING THE KEY ELEMENTS OF DESIGNING THE GAME, FROM INCEPTION TO COMPLETION.

Note For cheat codes and more information on this title, visit the official website: www.ea.com/official/godfather/godfather/us/home.jsp

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WELCOME TO THE FAMILY

Your journey from young punk to Don of NYC has begun, but you won't gain honor and respect without pulverizing, placating, and pissing off a few people along the way. This is why you must learn the different ways to build up your character, use the environment in your favor, extort the most money, and systematically dismantle the four rival crime Families' empires across the five areas of town, all without getting in over your head. Fortunately, these two training sections ("Gaining Power" and "Earning Money and Respect") teach you everything you need to know.

Caution Spoiler Alert!

Throughout this book, there are revelations about completing tasks, the final resting places of Family members, locations of important people or objects, and other potentially game-changing information. With this in mind, exercise caution and restraint when reading this book: It pulls no punches in telling you *everything* you need to know!

GETTING STARTED: THE MAIN MENU



The main menu allows you to select from the following sub-menus:

NEW GAME: New Game begins your campaign for the first time, and asks if you wish to play the Prelude (Mission 0); it is recommended you do so.

LOAD GAME: Load Game loads one of four saved games from previous outings, showing your character's name, rank, and play time.

OPTIONS: The Options menu is covered below.

CREDITS: Credits shows you those responsible for bringing you this fine game.

FAMILY SECRETS: Family Secrets shows all the bonus material you've unlocked, starting with five training videos and an ad. for *The Godfather* movie. Other material is unlocked during the course of the game, once certain objectives have been made.

Tip Leave the main menu screen running for some classic *The Godfather* music, and a trailer of the action to come!



THE OPTIONS MENU

You have three sets of options here. The first deals with your camera. Rotation can be normal (Move Camera left, and the camera turns left) or inverted (Move Camera left, and the camera turns right). Pitch can also be normal (Move Camera up, and the view moves up) or inverted (the opposite). Vibration for your game pad can be set to on or off. Keep it on to "feel" when you're being shot from behind, for example.

The second set of options deals with sound. You can turn the Music and Effects Volumes up or down, and switch subtitles in cutscenes on or off.

The third set of options simply shows you the game's controls. There are two, and neither can be changed from the default setting. The first is Maneuvering/Combat and the second is Driving.

STARTING A GAME

This section shows you the complete preparation of your character, prior to him entering New York City.

MOBFACE



Once you have optionally played Mission 0, you can create your character using the Mobface system. This robust face molding system allows you to sculpt your character into almost any type of male Italian American.

Note When you load a game, you can elect to "Visit the Barber" and change your appearance to some degree. Try adding some lines, scars, and blemishes as the campaign progresses!



ORIGINAL GANGSTERS: MOBFACE



TAILORING



A good suit is arguably more important than a good bone structure, and this is certainly the case in this game. You have a comprehensive list of apparel at your disposal, and aside from the threads you begin with, each item must be

bought. However, every item of clothing you buy grants you a one-time respect bonus, so it is useful to get some new clothes when you can afford it.

Tip Check your level. If you're about to gain a level, save, reload, visit the tailor shop and purchase clothing to increase your respect points!

Note When you load a game, you can elect to "Enter the Tailor Shop" and change your appearance to some degree. Try adding some threads to your ensemble, to increase your "menacing" or "fabulous" potential looks! Remember, each new item you buy increases your respect total.

ORIGINAL GANGSTERS: CLOTHING



CONTROL BASICS

This section gives you advice on the game controls and map. Depending on which game system you are using, there are different controls for each function. Refer to your instruction manual or the Controller screen of your Options menu.

THE HEADS UP DISPLAY

It is important to know what the icons indicate on your game screen.

GENERAL GAMEPLAY



- 1 FAMILY CREST:** This starts as plain white, and changes when you join the Corleone Family and get promoted.
- 2 RANK:** The number of bars indicate your rank. See the section on "Rank" for more information.
- 3 MONEY:** This is how much money you have available.
- 4 HEALTH BAR:** This indicates how healthy you are. Your hit points total is available in the in-game Options screen. When this bar empties, you're iced. Use health bottles to refill this bar.
- 5 RESPECT BAR:** Various tasks increase your respect. Once this is full, you gain a level and can allocate a skill point.
- 6 YOUR LEVEL:** Your character has a level, ranging from 0 to 50. Collecting respect points increases your level and allows you to spend skill points.



THE NEAREST ENTITY TO YOU HAS A TINY GOLD SHIELD ICON AND A COLORED RING AROUND HIS FEET.



IMPORTANT PEOPLE TO SPEAK TO HAVE A "PUPPET" ICON OVER THEM.



IMPORTANT ENEMIES HAVE A GRAY TARGET ICON ABOVE THEIR HEADS; THEY ARE YOUR MAIN FOCUS FOR VIOLENCE!



WAYPOINTS (OR "APPUNTAMENTO POINTS") ARE INDICATED BY A BLUE SHIELD. HEAD HERE TO FURTHER THE STORYLINE.

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7 IN-GAME ICONS: These vary, but all indicate a person or place of interest. See examples (right):

8 MINI-MAP: The small circular map shows your progress; the icons are described below.

9 HEAT LEVEL: Police badges on the left side of your mini-map show how wanted you are by the police. These range from zero to five.

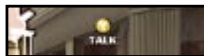
10 STREET NAME: Instantly locate where you are (especially useful when driving).

11 MESSAGE/NEIGHBORHOOD

INFO BOX: Whenever you receive an objective or an important piece of information, it is displayed in a box like this.



SAVE YOUR GAME WHEREVER YOU SEE THIS SIGN FOR THE SAFEHOUSE. ORANGE INDICATES IT ISN'T YOURS, BUT YOU CAN BUY IT. GREEN INDICATES IT IS YOURS.



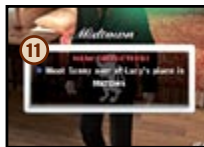
WHEN THE ACTION BUTTON APPEARS, YOU CAN PERFORM A COMMAND, SUCH AS TALKING, BRIBING, SAVING YOUR GAME, OR EXTORTION.



THE MINI-MAP CHANGES TO AN INTERIOR LAYOUT OF A BUILDING ONCE YOU STEP INSIDE.



IF YOU BRIBE A POLICE OFFICER, THE BADGES ARE REPLACED BY A GREEN BAR, INDICATING THAT THE POLICE ARE TURNING A BLIND EYE TO YOUR ACTIVITIES.



THE NAME OF A NEIGHBORHOOD ALSO APPEARS HERE, WHEN YOU CROSS FROM ONE TO ANOTHER.

COMBAT

The combat HUD looks a little different. As well as your personal information in the top-left corner, there are additional icons to look for:



12 TARGET RETICLE: This shows where you are aiming a weapon you've drawn. The longer you target an enemy, the smaller the reticle becomes (as you are aiming).



13 FRIEND'S HEALTH: Sometimes, if there is a hostage situation, a friend's health bar, along with his or her name, is shown.

14 ENEMY NAME: This displays the first and last name of the foe you're facing. Select a person to find his or her name without attacking.

15 CREST (GANGSTERS ONLY): This shows which Family the gangster is loyal to.

16 RANK (GANGSTERS AND POLICE ONLY): This shows the rank of the enemy you're attacking. Generally, the higher the rank, the more difficult it is to take down a foe. The rank bars are the same as yours.

17 ENEMY HEALTH: Once empty, the foe is dead.

18 PRESSURE METER: Usually this appears when you can gain information (or a business). Check the "Extortion" portion of the "Training" section for more details.

19 PROPRIETOR/BOSS EXTORTION AMOUNT: A quickly inflating green number appears after a successful extortion, but prior to an accepted deal.

20 WEAPON (AND AMMO): This shows the selected weapon and how many bullets are left. Melee weapons don't have any numbers.



A LARGE RETICLE MEANS YOUR SHOT WILL STRIKE RANDOMLY WITHIN THIS AREA.



A SMALL RETICLE MEANS YOUR SHOT WILL BE PINPOINTED TO THIS TINY AREA. THIS IS USEFUL BECAUSE YOU CAN AIM AT A FOE'S HEAD, AND SHOOT HIM IN ONE SHOT INSTEAD OF SEVERAL.



A RED RETICLE INDICATES THAT YOU'RE AIMING AT A PRESSURE POINT ON A TARGET, SUCH AS A SHOULDER OR KNEE. THIS INCAPACITATES A TARGET, RATHER THAN KILLING HIM.



VENETTA LEVEL: THE MORE YOU ANNOY A FAMILY, THE HIGHER THIS FILLS WITH RED. ONCE TOPPED, A MOB WAR IS STARTED!



THE CREST OF THE LION: THE CORLEONES (FRIENDLY)



THE CREST OF THE BULL: THE TATTAGLIAS



THE CREST OF THE STALLION: THE STRACCIS



THE CREST OF THE BIRD: CUNEOS



THE CREST OF THE TURRET: BARZINS

THE GAME MAP

Pause the game and press the Select Option button on the Map menu, and you'll enter a much more detailed game map than the one you use on your HUD. Here you can select any of the five neighborhoods and use the Zoom button to check where you are and all the nearby points of interest.

TRAINING

Gaining Power ~ Earning Money & Respect



THIS IS HOW THE MAP BEGINS. RIVAL FAMILIES ARE DOTTED EVERYWHERE, CONCENTRATED IN THEIR NEIGHBORHOODS.



THIS IS HOW THE MAP SHOULD END, WITH COMPLETE CORLEONE DOMINATION ACROSS THE CITY!

Tip Refer to the city map; this has every point of interest you'll ever need to find.



THE MAP LEGEND

You'll notice that the guide map legend has ID numbers for every location; these are FBI code numbers for different types of establishment, and they are referenced throughout the guide. The Family color shows which rival clan controls a venue. Interacting with other map icons (such as FBI agents and black market merchants) is detailed in "Tour of the City."

In addition, the in-game map displays the following icons:

- MISSION ACTIVATION:** Where your next mission begins or continues.
- MISSION OBJECTIVE:** Where you need to go to continue your mission.
- HIT ACTIVATION:** Where a Corleone member is waiting to offer you a contract hit.
- HIT TARGET:** The intended target of the hit, usually a senior rival gangster.
- DESTINATION TARGET:** This is an excellent feature that you should use:

To use the Destination Target feature: From the zoomed-in portion of the map, press the Activate Target button, and a red icon appears. Use your Move controls to maneuver it anywhere on the map. Then press Set Target and the destination is set.



Back in the game itself, the red icon has appeared in the direction you need to go, so you can drive there without getting lost. The usefulness of this feature cannot be overstated. If you want to find a bridge or tunnel entrance, or a

safehouse you don't own, or any place across town, just select Destination Target and go!

THE PAUSE MENU



Here is a quick explanation of the information contained in the Pause menu that's accessed while you are in-game. This shows a variety of important pieces of information:

SKILLS AND UPGRADES:

This charts the points that you allocate to your statistics (details to come) as you level up, and the upgrades you have bought for your weapons.



OBJECTIVES: Throughout the game, you are given objectives to complete; this shows the ones that are currently active. Press the Objectives button while in-game to produce the same information.



CAREER PROGRESS: This shows your progress from Outsider to the eventual domination and rank of Don of NYC. The Promotion section shows your current rank and hit points, tribute percentage (how much the Corleones get from your extortions), respect modifier (how foes react; the higher it is, the more respectful they are), and the next rank and tribute percentage.



TOM'S REPORT



Once you go from being an Outsider to a Corleone Associate, you gain the advantage of Tom's report, which goes into meticulous detail about the current state of you, and the rival Families. First up is your rap sheet.

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CRIMINAL PROGRESS: This shows all the aspects of the game that influence how much “overall game progress” you’ve made. All range from 0–100 percent. Make sure all are 100 percent to obtain the best ending!

MONEY HISTORY: This reveals your incoming and outgoing cash flow, along with how much total money you’ve made.

SUSPECTED CRIMES: This shows how many times you’ve burned a rival building down (arson cases: no upper limit), killed someone (murder cases: no upper limit), stolen a vehicle (no upper limit), seized a racket front (56 total), seized a warehouse (8), seized a hub (4), taken a compound (4), started a mob war (no upper limit), and won or lost those mob wars (no upper limit). Your portrait, name, and rank is also displayed.

RIVAL FAMILIES AND HEAT LEVELS: This shows your vendetta and heat levels with rival Families and the police accordingly.

MOVEMENT AND CONVERSATIONS

Now that you’ve come to grips with the myriad of menus, it’s time to take your first tentative steps into the real world....

LEARNING TO MANEUVER MOVING AND CAMERA MOVING

Tip PC players: Using a game pad’s analog sticks to move allows for much more precise maneuvers than a PC keyboard.



You have three speeds of on-foot maneuvering:

WALKING: Use this when you aren’t in a hurry, or when checking out a relatively safe area for the first time.



WALKING

RUNNING: Use this sparingly, such as after you run out of sprint power but need to flee an area or chase something.



RUNNING

SPRINTING: This is running with the Sprint button held down. This is the fastest you can go on foot. Use it in every circumstance where you have to cover ground quickly (fleeing a building after bombing it, chasing a foe, etc). Note that you run out of steam and slow down based on your speed skill.



SPRINTING

TURNING LEFT OR RIGHT: The analog stick can be manipulated left or right any number of degrees from a slight turn to a full 180, and your character automatically runs in that direction. Manually move the camera to follow, or it eventually turns to lock behind you.

TURNING AROUND: Press the analog stick in the opposite direction to turn your character around. The camera eventually returns to a rear view.

THE CAMERA TURN: Manipulating the other analog stick control allows you to view your character in a 360-degree circle around him. Camera turns are useful when you want to quickly look left or right while moving forward, checking on pursuing enemies, for example.

THE CAMERA PITCH: Manipulating the other analog stick up and down allows you to see above or below you. This is useful for looking up at skyscrapers, or peering down off high buildings.

Tip Camera control: Although it is difficult to sprint using this plan, a great way to control your character is to keep him moving in a straight line, and turn the camera when you want him to head left or right. This way, you can keep looking straight ahead at all times.



Note BlackHand Moving: Your movement style changes when you target someone. You run directly to that person instead of in a straight line, and circle around him if you turn.



Tip Before you get into major combat activities, try perfecting the camera and character movements together. For example, if a car or business is on fire and you want to watch the explosion, run away, but spin the camera behind to watch the fireball.



OTHER BASIC MANEUVERS

CROUCHING: An often underrated but incredibly useful move, this drops you to your haunches. Naturally, you don’t want to be crouching if you’re running around, but the numerous low walls make crouching an excellent plan for stealthy maneuvering. Weapons fired from this position are also more accurate—a vital point to consider!



CROUCHING

CROUCHING AND MOVING: Crouching and moving is an excellent way to creep up on enemies, because you are silent. This is the maneuver of choice for assassins favoring strangling or garroting foes.

VAULTING: When using a door is too time-consuming or dangerous, note that all of the breakable windows in stores have sills that you can vault over. You can also vault some (but not all) low walls. If a Vault icon appears, you can perform this maneuver.



YOU CAN VAULT HERE...



...BUT NOT HERE.

WALL COVER: Wall cover places you near almost any wall and allows you to move along it. This has both advantages and disadvantages. You are in excellent cover and can use your camera to see around corners or walls that you'd normally have to walk around. You can also line up and aim at enemies from safety. Problems arise when enemies you're watching decide to charge your position or attack from behind, because you need to press the Wall Cover button again to peel yourself off the wall and enter a three-dimensional fighting area.



ADVANTAGE: SPOT GANGSTERS BEFORE THEY EVEN KNOW YOU'RE HERE.



DISADVANTAGE: ATTACKS FROM BEHIND OR CHARGES ARE DIFFICULT TO REACT TO.

Tip Wall cover is excellent when you want to dispatch foes from a long distance with single shots. It is also recommended just after you reach or open a door; hug the wall at the doorway to see what's on the other side without the danger of heading through.



FACE-TO-FACE TIME

Directly talking to the inhabitants of the city is known colloquially as "face-to-face" conversing.

GENERAL TALKING: You can speak with anyone in the city who isn't firing a weapon at you: innocents, patrons of a business, the police, and anyone else with a small shield icon above his or her head. Use the Target Lock button to switch to other people, or face them to auto-target, then start a conversation with the Action/Talk button.



Be sure you listen to the people of New York, as they will react to your recent actions. Expect different chatter depending upon the following criteria:

1. The neighborhood.
2. If you've recently gained a lot of money and respect.
3. If you've beaten up a gangster in view of the public.
4. If you've beaten a woman up in front of the public.
5. If you talk a lot.
6. If you steal a lot of cars.

Can you listen for more examples of different chatter? As you progress through the game and rise in power, expect more courtesy and/or fear from innocents. As

your heat or vendetta levels rise, expect gangsters to react accordingly.

SPECIFIC TALKING:

Enemies or acquaintances with the puppet icon above them are extremely important to speak to. Speak to anyone with a puppet icon as a matter of urgency. You can talk to people topped by a gray target icon, but they are major targets and are usually shot or pummeled before and after the chat.



BLACKHAND COMBAT

A combination of an upbringing on the mean streets of Little Italy and some rudimentary fist fighting taught to you by your father before his passing has allowed you to develop a fully rounded fighting style known as BlackHand combat. Your hands are dangerous weapons, and melee combat is a vital part of your arsenal, as well as your intimidation techniques. Learn the basics now!

Tip Do you want to increase your BlackHand combat prowess? Then place skill points into fighting (this increases attack damage, grab time, and negotiation pressure), health (more hit points, quicker hit recovery, better blocking defense), and speed (attack and movement speed), in that order.



ENGAGING YOUR TARGET

TARGET LOCKING: You cannot perform any BlackHand combat (or fire/grab techniques, see below) without first using the target lock. Certain targets (usually enemies) are the best to target as they will approach you. Some innocents flee a scene when punched or targeted, and they must be grabbed or shot at to keep them near you.



GREEN TARGET: HE OR SHE IS NONTHREATENING (UNTIL YOU ATTACK).



YELLOW TARGET: YOU ARE ACTIVELY THREATENING OR PURSUING HIM OR HER, BUT HAVEN'T ATTACKED YET.



RED TARGET: YOU HAVE ATTACKED, OR THE TARGET HAS ATTACKED YOU. SLAY HIM WITH BLACKHAND OR FIREARM TECHNIQUES, RUN, OR NEGOTIATE.

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TARGET NOT LOCKED: A SINGLE RING APPEARS AROUND HIS OR HER FEET.



TARGET LOCKED: A MULTI-RING THAT PULSES APPEARS AROUND HIS OR HER FEET.

STRAFFING: While a target is locked, you maneuver in a “circle-strafe” fashion around him or her, circling counter-clockwise or clockwise. The camera is centered to remain locked (allowing all attacks to be performed in a ↑ direction). From here, you can begin either combat attacks or grappling.

BLACKHAND COMBAT ATTACKS

QUICK ATTACKS

Quick attacks are relatively weak but fast. Execute them by pushing the Melee-Attack stick (usually right analog) quickly toward a target in a ↖, ↑, or ↗ direction. These attacks have little or no “wind-up” or preparation time and connect almost immediately.



QUICK ATTACKS ARE A SERIES OF LIGHT PUMMELS DESIGNED TO SOFTEN UP A TARGET.

POWER ATTACKS

Power attacks are stronger and take slightly longer to inflict. While your victim is targeted or grabbed, pull away with the Melee-Attack stick (in a ↖, ↓, or ↗ direction), then push the stick forward quickly toward the target (↖, ↑, or ↗). These attacks have a brief “wind-up” or preparation time before connecting.



POWER ATTACKS ARE A FEW, VERY STRONG HITS DESIGNED TO HARM A TARGET.

COMBO ATTACKS

Combo attacks occur when you execute multiple quick attacks in rapid succession by tapping the Melee-Attack stick forward without pausing. You can successfully chain two, three, or four strikes together with a final wallop. You can stop a combo at any time by releasing a foe from your target lock or using a power attack (You cannot have combo power attacks).



COMBO ATTACKS: UP TO FOUR-HIT STRIKES REALLY PILE ON THE PRESSURE!

DIRECTIONAL INPUT (DURING COMBO)

During a combination attack, changing direction from ↖ to ↗ results in you punching with your left or right fist. Once a foe is on his knees, you can continuously head-butt with a ↗ quick attack, or pummel them with ↖ or ↑ attacks. This doesn't change the damage caused.

KICKING

Once your foe is on the ground, prone, and almost dead, you can continue to press with quick attacks. These change to a series of kicks that can be attempted on a dying or dead foe.



ON YOUR KNEES! HERE'S A COMBO USING A ↖ OR ↑ QUICK ATTACK TO WAIT ON YOUR FOE WITH FISTS.



KICKING IS A GREAT WAY TO FINISH OFF AN IMPUDENT CUR!

BLACKHAND COMBAT FLOW CHART (NEXT PAGE)

The following chart shows all the available options you have during a melee fight with an opponent. Combat starts on the left side of the chart, and shows the available attacks you can attempt every step of the way, showing all subsequent attacks and possible chances to execute your foe, until your opponent expires (at the right side of the chart). Follow arrows pointing from a box to see what you can attempt next (or continue with the same technique until one of you dies). Follow arrows with two points for a combat technique you can go back and forth between.

BLACKHAND GRAPPLING:

THE GRAB

Grab the person you're about to make violent contact with by pressing Target Lock and Fire/Grab (the two shoulder triggers) simultaneously. Even easier is to hold down the Target Lock trigger, and press the Fire/Grab trigger as you reach a foe. You can grab an adversary when he's standing, moving, kneeling, or prone. By grabbing him, you can pull a prone foe to his knees. By pulling down on the Move Player analog stick, you can pull a kneeling foe to his feet. The duration you can hold your opponent depends on his rank and current health as well as your fighting skill.



GRABBING: GRABBING BEFORE COMBAT IS EASIER THAN JUST QUICK OR POWER ATTACKS.



BREAKING A GRAB: HIGHER RANKED FOES CAN BREAK YOUR GRAB. INCREASE YOUR FIGHTING SKILL TO OFFSET THIS PROBLEM, OR SHOOT THEM INSTEAD!

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ENVIRONMENTAL ATTACKS



THE WALL SLAM: KNOCK THE WIND OUT OF YOUR FOE BY MASHING HIM UP AGAINST A WALL.



THE HEAD SLAM: LOSE A FEW OF YOUR FOE'S BRAIN CELLS BY INTRODUCING HIS HEAD TO A TABLE.

Shove him with **↑** for walls, and **←** or **→** for tables.



HOLD OVER LEDGE/WINDOW:
HOLD A FOE OVER A LEDGE (SMASHING HIS HEAD THROUGH A WINDOW, IF ONE IS AVAILABLE), THEN THROW HIM OVER!



THROW OVER LEDGE/WINDOW:
EXECUTE A PUSH OR SWING TO STUMBLE NEAR A LEDGE OR WINDOW, AND YOUR FOE GOES FLYING THROUGH IT!

You can really freak out a foe by maneuvering him to a windowsill or ledge, and thrusting him over it (and through the window!) without letting go. Talk to him now, and see whether he's ready to play rough with you! Then you can release him, or launch him over the ledge. Ramming a foe's head through a window and holding him over a ledge, but stopping short of killing him, is an excellent intimidation technique when extorting businessmen. Naturally, a high ledge results in a screaming fall to his death, while a low ledge dumps him unceremoniously in the street (which only freaks him out).

The other option is to cause your foe to stumble into, then over a ledge. This is particularly satisfying if there's an oven or death plummet on the other side! Just execute a push or swing to stumble as described above, and see if your foe can fly.

STRANGLING

BAREHANDED

Strangling is simple, silent, and gurglingly gruesome. Simply grab your foe and click down on both analog sticks (Move Player and Melee-Attack). If you have a game pad, you'll feel your foe's heartbeat. Continue to press down until the foe's neck snaps, and he topples to the ground. Note that he doesn't need to lose all his health for this to happen, and he can sometimes break the strangle.



WITH GARROTE

An alternative to the strangle is the garrote, but first you need to acquire this weapon, then you must be behind your target and he must be facing away, and you must be silent as you reach your foe. Remember to select the garrote by pressing **↑** on your D-pad! Then drop to a crouch, and creep up to the foe with Target Lock selected and held. At your target, press Fire/Grab to garrote your foe. Keeping Target Lock held before and during the garrote works better than pressing both triggers at once.



BULLETPROOF VESTS? BRING OUT THE PIANO WIRE, AND THEY'RE USELESS!

OPPONENTS' POSTURES

STANDING

Standing is the standard combat-ready posture. Healthy opponents start out standing. The standing posture is also the one that your foe transitions to (over time) when he recovers from various attacks.



STANDING

KNEELING

When an opponent is weakened enough, he is knocked to his knees. This is a temporary state that briefly prevents him from counterattacking. While your foe is kneeling, your attacks change to strike down on your opponent. Stronger attacks (such as knees and kicks) are executed while your opponent is unable to defend himself, until he gets back up to his feet. Foes who have been shot (especially kneecapped) are also liable to be kneeling.



KNEELING



CRAWLING

CRAWLING

When an opponent is weakened, or if he is thrown to the ground, he enters a crawling or "prone" state. This temporary state prevents your opponent from counterattacking for a long time. You can continue to kick your opponent while he's crawling, and he cannot defend himself until he gets back up. When the time is up, he transitions to the kneeling posture followed by the stunned posture, and then finally the standing posture. That is of course, if you stop your beating!

DEFENSIVE MOVES

BLOCKS

You can perform a block by pressing the Block/Wall Cover button. The block is held for as long as you hold the button down. Blocks prevent you from being hit by most quick attacks and reduce damage from most power and combo attacks.



EVADES

While blocking, you can evade left/right/back with the Move Player analog stick by pressing **←**, **→**, or **↩**. Evades are effective against charge attacks as you can slip the incoming left/right and counter with a quick attack of your own.

Block and evade, then execute a quick attack, and you're almost always successful. If a foe is consistently beating you to the punch, block/evade, and then retaliate.



FIREARMS AND EXPLOSIVES COMBAT

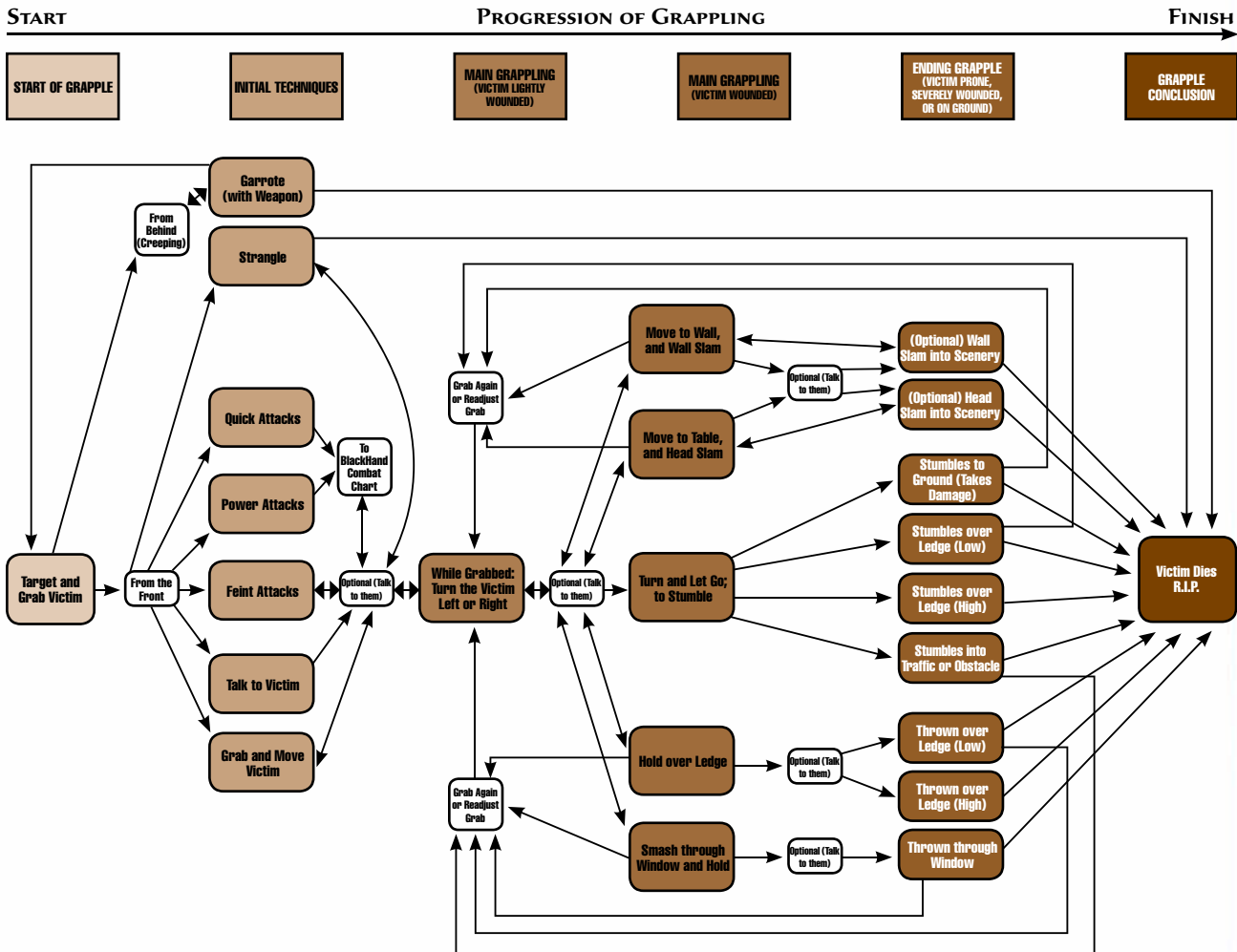
You need more than your wits and a pair of bruised knuckles to survive the cutthroat streets owned by rival Families; you need to be well-versed with a variety of firearms, explosives, and melee weapons. Below are notes on how to fire a weapon, aim and target, and execute professional hits on a variety of targets.

Tip To increase your firearms and explosives combat prowess, place skill points into shooting (increasing your aiming speed, aiming precision, and disarm chances), speed (quicken your weapon reloading and reveal/conceal speeds), and street smarts (upgrading the number of dynamite sticks, Molotov cocktails, and bombs you can carry).



BLACKHAND GRAPPLING FLOW CHART

The following chart shows all the available grappling options during a fight. Combat starts on the chart's left and concludes with the death of your foe on the right, showing what options you have at every step. Follow the arrows to see what grapple you can attempt next (or continue with the same technique until one of you dies). Follow arrows with two points for a combat technique you can go back and forth between.



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WHERE TO FIND WEAPONRY AND ITEMS

Weapons are dropped by wounded or dying foes, found at your safehouse, at a Family compound basement, or at many of the businesses, warehouses, or hubs across the city. You can also buy weapons from black market merchants.

With all of the methods of obtaining weaponry, the black market merchant is the most straightforward (and expensive). Merchants are dotted across town. (See the city maps in this guide or your on-screen map for their exact locations.) When you have enough money, locate a merchant and get full ammunition or the weapon of your choice.

Below is a table showing the prices of each weapon and explosive a black market merchant sells, and which neighborhoods to find them in:

BLACK MARKET MERCHANTS									
ITEM	UPGRADE	WEAPON PRICE	AMMO PRICE	LITTLE ITALY	BROOKLYN	NEW JERSEY	HELL'S KITCHEN	MIDTOWN	TOTAL
Revolver	No	\$150	\$50	1	1	1	1	1	5
Pistol	No	\$250	\$75	1	1	1	1	1	5
Magnum	No	\$500	\$50	2	1	1	2	1	7
Shotgun	No	\$750	\$125	2	1	1	1	1	6
Tommy Gun	No	\$1,000	\$150	2	1	1	1	1	6
Revolver #2	Yes	\$7,500	—	1	0	0	0	0	1
Pistol #2	Yes	\$12,500	—	0	1	0	0	0	1
Magnum #2	Yes	\$25,000	—	0	0	0	1	0	1
Shotgun #2	Yes	\$45,000	—	0	0	1	0	0	1
Tommy Gun #2	Yes	\$50,000	—	0	0	0	0	1	1
Revolver #3	Yes	\$75,000	—	1	0	0	0	0	1
Pistol #3	Yes	\$250,000	—	0	1	0	0	0	1
Magnum #3	Yes	\$250,000	—	0	0	0	1	0	1
Shotgun #3	Yes	\$450,000	—	1	0	1	0	0	2
Tommy Gun #3	Yes	\$500,000	—	0	0	0	0	1	1
Molotov	No	\$100	\$100	2	0	1	2	1	6
Dynamite	No	\$500	\$500	1	1	1	0	1	4
Bomb	No	\$2,000	\$2,000	1	2	2	2	1	8
Health Bottle	No	\$100	\$100	2	0	1	0	0	3
Total Per Neighborhood				17	10	12	12	10	61

AVAILABLE WEAPONS

FIREARMS									
FIREARM	PRICE	DAMAGE	CLIP SIZE	MAX AMMO	AUTOMATIC	FIRING RATE	MAX SPREAD	MIN SPREAD	SPREAD SHRINK TIME
LEVEL 1									
.38 Snub Nose	\$150	800	6	36	Off	0.4	2.25	0.65	2
Pistol	\$250	1,100	8	45	Off	0.425	2.35	0.775	2.1
Magnum	\$500	1,700	6	36	Off	0.5	2.4	0.85	2.2
Tommy Gun	\$1,000	215	25	250	On	0.04	2.65	1.475	2.5
Long Barrel Shotgun	\$750	350x6	2	12	Off	1	3	1.675	3
LEVEL 2									
.38 Special	\$7,500	1,200	6	60	Off	0.3	2.25	0.65	2
Extended Clip Pistol	\$12,500	1,600	10	80	Off	0.35	2.35	0.775	2.1
Extended Barrel Magnum	\$25,000	2,600	6	48	Off	0.45	2.4	0.85	2.2
Modified Tommy Gun	\$50,000	265	50	500	On	0.325	2.65	1.475	2.5
Double Barrel Shotgun	\$45,000	550x6	2	24	Off	0.75	3	1.675	3
LEVEL 3									
Saturday Night Special	\$75,000	1,600	6	80	Off	0.2	2.25	0.65	2
Assassin's Pistol	\$250,000	1,600	14	140	On	0.04	1.5	0.1	1.5
Python	\$250,000	3,500	8	80	Off	0.39	2.4	0.85	2.2
Dillinger	\$500,000	350	75	750	On	0.029	2.65	1.475	2.5
Street Sweeper	\$450,000	750x6	10	100	On	0.5	2.2	1.2	2.5

FIREARMS CHART LEGEND

DAMAGE: The amount of damage each bullet inflicts on a foe or object. The hit points for all inhabitants and vehicles are detailed in the pages to come. Head shots have x6 damage. Pressure points have x0.5 damage.

CLIP SIZE: The amount of ammunition you can fire without reloading.

MAX AMMO: The amount of ammunition you can carry for this weapon.

AUTOMATIC: Off means you must manually fire the trigger. On means you can press the trigger and auto-fire.

FIRING RATE: This is how long, in seconds, it takes to fire off a shot. So, a magnum can fire two shots per second.

MAX AND MIN SPREAD: This determines how big your target reticle is, and therefore how accurate the weapon is. If you move and aim the reticle, it shrinks to half this size, or becomes twice as accurate.

SPREAD SHRINK/TIME: This is how long, in seconds, it takes for your aiming reticle to shrink from its maximum size (when you first target something) down to its minimum size (when aiming).

WEAPONS DETAIL

REVOLVER

.38 SNUB NOSE (LVL. 1)

The .38 snub nose is a standard police-issue sidearm. It is the quietest firearm, but it is also the weakest.

.38 SPECIAL (LVL. 2)

The .38 special is an upgraded revolver with a slightly faster firing rate than the base revolver. Your ammo has increased to 60 bullets.

SATURDAY NIGHT SPECIAL (LVL. 3)

The Saturday night special is a modified revolver that has the fastest firing rate. Your ammo carry limit has increased to 80 bullets.

PISTOL

PISTOL (LEVEL 1)

The semiautomatic sidearm uses a vertical clip with an eight-round capacity. The pistol has a fast firing speed with an even faster reload.

EXTENDED CLIP PISTOL (LEVEL 2)

The modified/extended clip pistol has an upgraded clip that holds 10 rounds and fires faster than its predecessor.

The modified pistol has an ammo carry limit of 80 rounds.

ASSASSIN'S PISTOL (LEVEL 3)

The assassin's pistol is the most advanced pistol available, with a blistering firing rate. Its extended clip holds 14 rounds, making for very few reloads. The ammo carry limit is increased to 140 bullets.

MAGNUM

MAGNUM (LEVEL 1)

The magnum is a hand cannon with a swing and cylinder. The magnum is the loudest and most powerful sidearm, and it rivals the shotgun in damage dealt.

EXTENDED BARREL MAGNUM (LEVEL 2)

The modified/extended barrel magnum is upgraded to use longer bullets that deal more damage and exit the cylinder faster than the base magnum.

PYTHON (LEVEL 3)

The python is the most lethal one-handed firearm available. It's upgraded from the modified magnum, and its cylinder holds eight rounds. The hollow-tip bullets it uses deal an unparalleled amount of damage. Additionally, the ammo carry limit is increased to 80 bullets.

TOMMY GUN

TOMMY GUN (LEVEL 1)

The tommy gun is a compact machine gun that is small and light enough for one man to handle. It cuts enemies down in record time, but it has a slow reload.

MODIFIED TOMMY GUN (LEVEL 2)

The modified tommy gun is augmented to hold 50 bullets, and it has a faster firing rate than the standard tommy gun.

DILLINGER (LEVEL 3)

The Dillinger is the most advanced tommy gun available. It has an astounding 75-bullet clip, making for fewer reloads and a blistering firing rate.

SHOTGUN

LONG BARREL

SHOTGUN (LEVEL 1)

The long barrel shotgun is a pump-action rifle that fires effectively over short ranges. Because the shotgun has a pump reload after every two shots, you better make every shot count.

DOUBLE BARREL SHOTGUN (LEVEL 2)

The double barrel shotgun has a slightly shortened barrel that makes for more damage with each shell. More importantly, your ammo count is increased to 24 bullets.

STREET SWEEPER (LEVEL 3)

The street sweeper is arguably the most powerful firearm available. The clip is modified to hold 10 shells that are fired like an automatic weapon. The ammo carry limit is increased to 100 shells.



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BASEBALL BAT

The baseball bat (or other melee weapon) is a strong weapon that is great for intimidation, and in the right hands, it can be lethal.



MOLOTOV

Total carried: four (without skill upgrade). The Molotov is a glass bottle filled with fuel and topped off with an oily rag. Light it and watch your targets burn. You can carry only a limited number, so use the Molotovs wisely.



DYNAMITE

Total carried: three (without skill upgrade). Dynamite does tremendous damage to a small area, making it great for destroying vehicles, safes, and bank vaults. It can be thrown or planted, but it has a short fuse, so watch your back.



BOMB

Total carried: one (without skill upgrade). A bomb deals tremendous damage to a large area. If thrown or planted inside a building, it will gut it. Because a bomb has a long fuse, timing is everything.



GARROTE WIRE

The garrote is an instrument of execution by strangulation. To use it you must seize your enemy from behind, so be patient.



SWITCHING WEAPONS



CYCLE ◀ OR ▶ THROUGH YOUR AVAILABLE WEAPONS...



...THEN PRESS ▲ ON THE D-PAD TO SELECT THE WEAPON. PRESS ▼ TO PUT IT AWAY.

Your weapon selection displays in the screen's bottom-left corner. With all weapons carried, you begin at the garrote,

and by pressing ▶ you cycle through the .38 snub nose (revolver), pistol, magnum, tommy gun, shotgun, baseball bat (or other melee weapon), Molotov, dynamite, and bomb.

Tip

Learn to count how many times it takes to go from one weapon to another. For example, if you like using the pistol and the tommy gun, and want to switch between them on the fly without pausing or looking at the weapon icon on-screen, learn that it's two taps ▶ for the tommy gun, and two taps ◀ for the pistol. Once you memorize this, you can quickly bring the weapon you want to bear.



REVEALING AND CONCEALING



PRESS ▲ TO REVEAL A WEAPON.



PUT IT AWAY AGAIN BY PRESSING ▼ ON YOUR D-PAD.

When you reveal a weapon, innocents scream and flee, and the police and gangsters take a greater interest in you. Keep weapons concealed until you really need to use them, such as in empty, narrow, unexplored areas away from innocents, or in an area where you are about to battle foes.

RELOADING

The weapons table shows the reload time for all weapons. It's important to press ▲ on the D-pad when your ammo needs changing. You automatically reload, but sometimes, such as during a lull in a fight or when you dash behind cover, it is beneficial to reload. You don't waste any ammo doing so.



FIRING A WEAPON

Press the Fire/Grab trigger and your weapon discharges. This is usually at your feet, or across from you (with the shotgun). This usually is a waste of bullets; however, if you are trying to coax enemies out from hiding, and you want them to know you're there, shoot off a spare bullet. Attracting attention from cover is sometimes preferable to creeping around waiting for an ambush to occur.



LOCKING ON TO A TARGET



Usually you'll have used the Target Lock trigger to lock on to a target. Flick this trigger again to locate a second target if the first one isn't desirable. As long as you hold the Target Lock trigger, you target the same enemy.

Over time (seconds), the target shrinks as you automatically target a foe. The smaller the area, the more precise the aim: Note that your weapon type determines how big the target is.

PRECISION TARGETING

This is a vital technique to learn. With your foe targeted, use the Move Camera analog stick and you can target various parts of a foe's body. Two reasons to do this are to execute a foe with extreme haste, or to stop him in his tracks without killing him. Target the head, and your foe usually dies with a single blast, as each shot inflicts six times the damage of a regular bullet. Target the shoulders, torso, or knee, and your target reticle turns red. Now you can kneecap a victim, wing him in the shoulder, or blast his gut. Kneecapping is usually the best; you can run over and talk to a foe now, on your terms.



Tip Target, aim at the head, and fire. This is the quickest and most proficient way to kill a foe, so perfect it as soon as possible.



FIRING FROM COVER



Crouch when you fire, using nearby crates or your vehicle as cover, and target your foe. If he is behind an obstacle, the reticle turns gray. However, when you fire, you'll most likely move out of cover and blast him.

This allows you to line up a head shot while a foe is in cover, and when he pops his head out, you blast it! You're less likely to be struck when you're behind cover.

FIRING FROM THE OPEN

If you're out in the open and a firefight erupts, check the number of enemies and find cover. If no cover is available, target the nearest foe, and blast him while running around him. Burst weapons work better than single-shot pieces for this.



FIRING FROM WALL COVER



Remember that you can also fire after using wall cover, and this is another excellent way to switch between targets, line up a shot (ideally to the head), then fire. You automatically step out and fire, then step back into cover.

The only downside is when foes run toward you. Complete the wall cover maneuver and seek proper cover.

FREE AIM SHOOTING

Free aim shooting is one of the most important techniques you'll learn. Press the Free Aim button and a target reticle appears constantly on the screen. In addition, you sidestep (or strafe) left and right instead of turning. This way you can target foes in certain situations more easily.



Use regular aim when foes are all around you, in a small or narrow area. Use free aim when multiple foes are running at you from a wide angle, or you want to manually aim.



You can target and precisely pinpoint a foe as usual, but you can also ignore the target lock feature altogether. This means you can (for example) line up the head of a foe in your free aim target that's farther away than your target lock. Or, you can shoot

scenery, such as vehicles or windows; this is excellent for taking on racket trucks.

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SINGLE SHOT OR BURST WEAPONS

Although there are five basic firearms, there are really only two types: one handed and two handed. Single-shot weapons are used for long-range combat, and when you want to quickly execute foes with head shots. Bring out two-handed weapons when you're in close quarters facing many enemies, such as inside a building. Follow this advice, and you'll rampage your way through even the toughest strongholds!



A ONE-HANDED WEAPON

UPGRADING WEAPONS

Available only through black market merchants, level 2 and 3 weapon upgrades are essential when tackling the more difficult warehouses and Family compounds. You must upgrade. Start with your favorite one-handed weapon (such as the pistol), and then a two-handed weapon (such as the tommy gun), and complete your collection as you acquire more money.

Tip Always buy level 2 upgrades first, because you get 7,500 respect points and the price is much cheaper than the level 3 upgrades. Don't wait and save for the most powerful weapons.



FAVORITE FIREARMS

This is subjective, but here are a few pointers: The assassin's pistol is the most effective gun for the price (it is an automatic pistol that holds 14 bullets per clip and 140 total bullets for \$250,000—that is unmatched), but the Saturday night special is a great firearm for quick head shots. The python is pretty much a one- or two-shot kill on anyone, even the toughest underbosses! The Dillinger holds a whopping 750 bullets with a clip size of 75 and the street sweeper is an automatic shotgun—enough said!

MELEE WEAPONS AND THROWING WEAPONS

ATTACKING WITH MELEE WEAPONS



A QUICK ATTACK: HAMMER THE HEAD AND BODY OF YOUR FOE WITH AN IMPLEMENT.



A POWER ATTACK: REALLY TEE OFF ON YOUR OPPONENT'S HEAD!

Any melee weapon works the same way as punching, although the attacks are less subtle and result in quicker deaths. A melee weapon usually shatters or bends after a couple of uses, rendering it useless, so you have to find another. Any quick, power, or combo attack described above works with these weapons.

THROWING EXPLOSIVES

Molotovs and dynamite items can be hurled at an enemy or object. All explosives (Molotovs, dynamite, and time bombs) can be thrown by locking on to your target and executing a quick attack. Press the Fire button to drop/plant dynamite and time bombs or, if you are holding a Molotov, to throw in the direction you are facing.



Tip Enter free aim and press the Fire button to heave your items with greater precision.



WHEN TO USE EXPLOSIVES

Molotov cocktails are useful to impact large open areas; they are lethal (to you) in enclosed spaces, or if you throw them at a close enemy, as you cover yourself in flaming oil! Watch for crates, as they cause problems with the radius of each Molotov; flat areas are most suitable.



Dynamite can be used for a more entertaining kill (use it like a Molotov), but it's typically planted at safes or bank vaults to destroy them. It isn't powerful enough to destroy a business or warehouse.

Bombs on the other hand, are lethal, and all enemies dash for cover if you're insane enough to drop or throw one. If you want to clear a street, lob one of these onto a sidewalk! Otherwise, stroll into a business or compound, plant the bomb on the shop floor or the basement, then flee the area before the place explodes. This is one method of stopping a mob war.



Tip Trying to burn down a business? Then shoot the windows out first, lob the bomb inside instead of rampaging through there, and skedaddle!



HEALTH BOTTLES

Amid all the items of violence are health bottles. These are available during missions, usually after a fracas, or at a Family compound, a safehouse, clinic (\$100), or a black market merchant (\$100). Whenever you're wounded, you suffer two types of damage: shock and real. Shock damage eventually heals, but real damage is permanent unless you secure a health bottle. You can also save your progress and return with full health.



DRIVING AND VEHICLES

The final way to securing power in the big city is to know the rides available, where they are, and how they handle. Here's a brief driving lesson.

Tip Do you want to increase your driving capabilities? Then place points in the following skills: street smarts (hot wiring parked cars heat-free), level 4.



VEHICLES AVAILABLE

ROADSTER

TURNING ANGLE: Good

HIT POINTS: 7,000

WEIGHT: 1,000

HANDLING: Excellent

STABILITY: Good

TOP SPEED: 76 mph

HOW OBTAINED: Little Italy, Brooklyn, and Midtown only

NOTES: This vehicle is by far the quickest (and most frightening to drive). It fishtails at high speeds, and demands an experienced driver.



COUPE

TURNING ANGLE: Excellent

HIT POINTS: 7,000

WEIGHT: 1,500

HANDLING: Good

STABILITY: POOR

TOP SPEED: 78 mph



HOW OBTAINED: Anywhere

NOTES: This is the least recommended vehicle. It has horrific oversteer on most corners, although this can be entertaining!

SEDAN/TAXI/POLICE CAR/AMBULANCE



SEDAN



POLICE CAR

TURNING ANGLE: Average

HIT POINTS: 8,000

WEIGHT: 1,500

HANDLING: Good

STABILITY: Average

TOP SPEED: 66 mph

HOW SEDAN OBTAINED:

Anywhere

HOW POLICE CAR OBTAINED:

From police stations, fights with police

HOW TAXI OBTAINED:

Midtown

HOW AMBULANCE OBTAINED:

During Mission 5



TAXI



AMBULANCE

NOTES: This is a good and reasonably controllable vehicle that is distinctly average in all areas. It's reasonably adept at turning, braking, and acceleration and has an average toughness. The police car has a siren that, when pressed, works all the time, parting vehicles with ease. The taxi and ambulance have a distinctive look, but they control no differently.

PICKUP TRUCK

TURNING ANGLE: Poor

HIT POINTS: 9,000

WEIGHT: 2,500

HANDLING: Average

STABILITY: Good

TOP SPEED: 58 mph

HOW OBTAINED: Anywhere

NOTES: This is by far the most recommended vehicle. It controls well in corners, the top speed is only a few mph slower, and it has great hit points, making it ideal to hide behind.



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RACKET TRUCK

TURNING ANGLE: Very Poor

HIT POINTS: 10,000

WEIGHT: 4,500

HANDLING: Poor

STABILITY: Excellent

TOP SPEED: 55 mph

HOW OBTAINED: Anywhere

NOTES: If you can steal one of these, this is the most hardy vehicle available, able to soak up damage, drive over foes, and blast through barricades. You usually have to fight to get one.



SECURING A VEHICLE

Vehicles are secured in one of two ways: either steal a parked one (+50 heat), or steal a moving one (+100 heat). Each vehicle except a racket truck contains a victim, usually one that is screaming and running away. On other occasions though, a vehicle can contain a gangster, so be ready for a quick shoot-out!



Vehicles are also located at any safehouse with a rear alley. Park a vehicle you used at the alley, and it is likely to be there waiting for you.

You can steal a moving vehicle by running up alongside either door until the "Hijack vehicle" sign appears. The vehicle usually stops and you can get in. Or you can pepper the vehicle with bullets using free aim; hit the windshield and the occupant usually flees.



Caution

Don't step out in front of traffic and assume vehicles will stop. They won't, and you can lose a third of your health in the process!



DRIVING A VEHICLE

ENTER/EXIT VEHICLE



Enter a vehicle on either side, but you always exit a vehicle on the left (driver's) side, except if that area is blocked (by scenery, buildings, or another vehicle).

This means you should stop your vehicle by skidding left when you're about to engage in combat. You emerge from the left side, and the vehicle can soak up damage from foes on the other side of your vehicle.

STEER

Weaving left and right is a simple affair, but some vehicles are prone to oversteering, so be aware of the type of vehicle you're driving. Weave around cars, and if you start to skid, let go of the gas; don't brake or you'll fishtail. Try predicting corners so you turn early.



HORN

Blasting the horn does more than wake up the neighborhood, it causes most (but not all) vehicles to part to the left or right. Use the horn to clear a path in front of you, but honk early or the cars will be turning and you'll hit the rear corner of them!



Also stay away from the sides of the roads as vehicles head here when you honk or if a vehicle is chasing you.

ACCELERATE



Jamming your foot on the gas allows you to power through the streets, with your cornering capabilities impeded the faster you go. Your car moves farther away from the screen at speed too. Ease off full speed until you know a neighborhood.

BRAKE/REVERSE

Applying the brakes obviously slows your car, but it also causes oversteer (turning in one direction too sharply) if used excessively. Tap the brakes, and use them just before a turn, not during it.



Reversing a vehicle gets you out of tight spots, especially if you turn the wheel as you're reversing. This is useful for maneuvering through alleys or running over foes. You need to back up over enemies to kill them—it takes two direct hits to crush an enemy under your tires.

Tip On the PlayStation2 or Xbox (or a PC game pad) you have the option of using the triggers as acceleration or braking; many prefer this method.



ADVANCED DRIVING MANEUVERS

FIRING FROM A VEHICLE



You cannot fire from a vehicle, but Family members traveling with you can. Refer to the “Walkthrough” portion of this guide for tactics.

HANDBRAKE

Instead of letting go of the gas, a great cornering technique is to keep your gas full on, then jam the handbrake or brake and skid around a corner, and let go of the handbrake or brake; you’ll keep your speed maxed out.

MOVE CAMERA

Manually moving the camera from left to right may seem like an odd proposition (as you can’t see where you’re going!), but this is handy in some situations, such as when you’re being chased and want to glance at an enemy car, or when you’re driving slowly past a business, casing the joint.



REAR VIEW



Quickly flicking to the rear view is handy as you can see if anyone is chasing you, or if you want to reverse into an alley or back into a road and need a full view.

CHANGE CAMERA



THE REGULAR OR CHASE VIEW



THE BLIMP VIEW

Overlooked by many are the three different camera angles from which you can view your vehicle. Although all are good to use, the “blimp” view, with your vehicle the farthest away from the camera, is slightly more beneficial as you can more easily see down hills or between vehicles.



THE ROOFTOP VIEW

FISHTAILING AND SLAMMING

Strike the back corner of a vehicle, and it will fishtail left or right. This is an adequate way to get through crowded streets. Pull up alongside a car and slam it. The heavier your vehicle, the easier this is. Push a vehicle into a stationary obstacle for best results.



RAMPS



The city is littered with low ramps that are simply to test your vehicle’s aerodynamic efficiency. Try out a few stunts.

MOVABLE COVER

A truck, with a good number of hit points, isn’t just a vehicle, it’s movable cover! Use it to blast foes in a particular spot, such as the front of a venue or warehouse you want to take over, then drive around the corner and tackle the foes from another angle, with the extra protection a hunk of metal provides.



RAMMING SPEED

You can hit various obstacles throughout the city with minimal damage, such as breakable barricades, lights, traffic lights, and stalls. You can also drive through gaps between cars in roadblocks. Watch for steel beams (such as those in the Bowery holding up the subway) or central barricades on freeways; they bring you to a sickening halt!



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PEDESTRIAN CARNAGE

Driving over pedestrians may cause your heat to rise, but it's satisfying (if pointless). Driving over gangsters allows you to save ammunition, but you need to strike them twice or more. Collateral damage by driving down sidewalks is acceptable if it gets you out of a sticky situation!



CAR ON FIRE

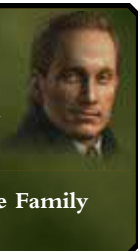


Vehicles catch fire. That's their biggest problem, unless of course, you want to blow one up (for example, a parked vehicle on a roadblock to a warehouse). You can shoot at the vehicle anywhere for the engine to catch fire. After around five seconds, it will explode, and this can kill you or knock you off your feet. Sprint away from a flaming car!

LEVELING UP AND BECOMING MORE SKILLED

As you are rewarded with more and more respect points, these are added to a running total. Once this total reaches a certain number, you gain a level. You start at level 0, and top out at level 50. For every level you gain, you get a skill point to spend. Use skill points wisely, as you don't get another until you rise to the next level.

Note Your character's rank isn't related to your level, although it helps to have a higher rank because you receive a higher cut of profits from businesses you've extorted and more respect when you kill rivals. The Walkthrough reveals when you increase in rank; only a senior Corleone Family member can grant you this honor.



LEVELING UP YOUR CHARACTER

As you can tell from the following chart, you gain a number of levels quickly, then your progress slows and you must complete more and more freelance tasks to accumulate wealth and power. Note that you can continue collecting respect after you reach level 50, although there aren't likely to be any rival gangsters left by then!

CHARACTER LEVEL	MIN. RESPECT TO REACH LVL.	CHARACTER LEVEL	MIN. RESPECT TO REACH LVL.	CHARACTER LEVEL	MIN. RESPECT TO REACH LVL.
0	less than 500	17	178,050	34	1,443,300
1	500	18	209,100	35	1,589,550
2	4,450	19	244,150	36	1,748,300
3	7,500	20	283,400	37	1,920,550
4	10,000	21	327,050	38	2,107,300
5	12,500	22	375,300	39	2,309,550
6	15,000	23	428,350	40	2,528,300
7	20,000	24	486,400	41	2,764,550
8	25,000	25	549,650	42	3,019,300
9	32,250	26	618,300	43	3,293,550
10	41,900	27	692,550	44	3,592,800
11	53,700	28	774,050	45	3,937,050
12	67,800	29	863,300	46	4,346,300
13	84,350	30	960,800	47	4,840,550
14	103,500	31	1,067,050	48	5,439,800
15	125,400	32	1,182,550	49	6,169,050
16	150,200	33	1,307,800	50	7,058,300 or more

SKILLS INCREASES

One of the most important aspects of your character is his skill set. There are five different abilities, and each gives you a different set of bonuses when you apply points. Remember you only get *one* point per level. You won't max out all your skills until level 50, so choose wisely!

FIGHTING



Place points into this skill if you favor BlackHand fighting and roughing up business owners. This is a vital skill to increase for use in melee combat and extortions.

FIGHTING SKILL

LVL.	ATTACK DMG INCREASE (%)	GRAB TIME INCREASE (SECONDS)	NEGOTIATION PRESSURE INCREASE (%)
0	Normal	Normal	Normal
1	+10	+1	+10
2	+20	+2	+20
3	+30	+3	+30
4	+40	+4	+40
5	+50	+5	+50
6	+60	+6	+60
7	+70	+7	+70
8	+80	+8	+80
9	+90	+9	+90
10	+100	+10	+100

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Gaining Power ~ Earning Money & Respect

SHOOTING



Shooting is another vital skill. Think seriously about topping up the bonuses in your shooting ability to become a master marksman, for targeting heads quickly. Boost these skills to better tackle warehouses and compounds.

SHOOTING SKILL

LVL.	AIMING SPEED INCREASE (%)	AIMING PRECISION (%)	DISARM CHANCE INCREASE (%)
0	Normal	Normal	Normal
1	+25%	Normal	Normal
2	+25%	+20%	Normal
3	+25%	+20%	+25%
4	+50%	+20%	+25%
5	+50%	+40%	+25%
6	+50%	+40%	+50%
7	+75%	+40%	+50%
8	+75%	+50%	+50%
9	+75%	+50%	+75%
10	+100%	+60%	+100%

HEALTH

This is almost as vital as shooting and fighting, and it becomes a lot more important when you start to tackle harder businesses and rackets. Adding points to health boosts the total hit points you have, and how long shock damage takes to heal. You even get a good defense bonus related to blocking in melee combat.



Tip A cunning plan: Keep a skill point or two unallocated! Why? Because you can use it as an impromptu "health" pick-me-up during a particularly difficult mission or compound attack. When you're almost dead, increase your health skill by a point. Your health bar automatically refills, and you have more hit points!

HEALTH SKILL

LVL.	INCREASE HEALTH (HP)	INCREASE HEALTH RECOVERY (%)	INCREASE BLOCKING DEFENSE (%)
0	Normal	Normal	Normal
1	+150 HP	+20%	+10%
2	+300 HP	+40%	+20%
3	+450 HP	+60%	+30%
4	+600 HP	+80%	+40%
5	+750 HP	+100%	+50%
6	+900 HP	+120%	+60%
7	+1,050 HP	+140%	+70%
8	+1,200 HP	+160%	+80%
9	+1,350 HP	+180%	+90%
10	+1,500 HP	+200%	+100%

SPEED

Speed is the least important of the skill sets, but if you want to do a lot of running (which can lead to easier escapes), and bolster your attack movement (beating enemies to the punch or weapon discharge), this is the skill to go for, but only after you're happy with your other skill levels!



SPEED SKILL

LVL.	SPRINT DURATION (SECS.)	ATTACK AND MOVEMENT SPEED (%)	WEAPON RELOADING AND REVEAL/CONCEAL
0	Normal	Normal	Normal
1	+3	Normal	Normal
2	+3	+10%	Normal
3	+3	+10%	+25%
4	+6	+10%	+25%
5	+6	+25%	+25%
6	+6	+25%	+50%
7	+9	+25%	+50%
8	+9	+50%	+50%
9	+9	+50%	+75%
10	+10	+75%	+100%

STREET SMARTS

Increasing this skill to at least level 4 allows you to steal vehicles without incurring a heat increase. However, as long as you are careful, attempt every major attack with no heat rating, and time your vendettas so a mob war starts when you want it to. The street smarts skill is less important than the first three.



STREET SMARTS SKILL

LVL.	KNOWLEDGE: HEAT/ VENDETTA (-%)	NEGOTIATION BREAKING POINT: REVEALED (+SECS.)	CARRY LIMIT (DYNAMITE/ MOLOTOVS/BOMBS)	HOT WIRING: STEAL PARKED CARS HEAT FREE
0	Normal	Normal	Normal	No
1	-10%	Normal	Normal	No
2	-10%	+3	Normal	No
3	-10%	+3	+1/+2/0	No
4	-10%	+3	+1/+2/0	Yes
5	-30%	+3	+1/+2/0	Yes
6	-30%	+6	+1/+2/0	Yes
7	-30%	+6	+3/+4/0	Yes
8	-50%	+6	+3/+4/0	Yes
9	-50%	+9	+3/+4/0	Yes
10	-50%	+9	+3/+6/+1	Yes

Note Increases are not cumulative, meaning the figures shown are *not* in addition to previous bonuses.



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Now that you understand the tools available to you to gain power in the city, it is time to learn which activities allow you to earn what you crave: money and respect. This section is entirely devoted to revealing all the different ways you can make money and earn respect throughout the city. Follow this advice to become a very rich, and very venerated Don.

MISSIONS, HITS, AND RANKS



Throughout the campaign, you are called upon to perform various deeds for the Family, and all of them earn you money and respect.

MISSIONS FOR THE FAMILY

Of the 24 missions, 17 are considered "main" missions and 7 are rendezvous missions. All the main missions earn you substantial money and respect at completion. You must complete all 17 main missions to reach the 100 percent game completion rating you should be striving for.



CEREMONIES



From time to time, the Corleones bring you into their inner sanctum and award your progress with a promotion. This usually takes place at a ceremony. This is a chance to talk to many Family members, but your reward also takes the

form of a lump sum of money, a meaty respect bonus, and less taxation in the form of Corleone tributes you pay on businesses you've extorted.

CONTRACT HITS FOR THE FAMILY



Throughout your stay in the Big Apple, senior members of the Corleone Family request your slaying skills. These are known as contract hits, and there are 20 of them. Offing a hit target normally gains you a small amount of money

and respect. Assassinating a target in style, completing a bonus condition imposed by the hit giver (such as throwing the target off a ledge to his death) nets you a considerable boost in money and respect. You need to complete 15 of the 20 hits to achieve 100 percent game completion, but you don't need to complete the bonus method of assassination, although it is recommended.

MISSION MONEY RUNS

(SEE TABLE ON NEXT PAGE)



A purely optional method of acquiring money are the mission money runs. Hidden in each of the 17 main missions (not the rendezvous missions) is a bag of money, often in an unexplored area near the main action. These bags only appear in the

mission, so they can be gathered only at that particular time. They add substantially to your cash total; collect all 17 bags for a total payout of \$164,500. It isn't necessary to collect these bags to achieve 100 percent completion rating; they are purely for your cash coffers.

FREELANCING

The remainder of this section is devoted to "freelancing": going out on your own and attempting purely optional methods to increase your money and respect.

FREELANCING: EXTORTION

The key to furthering your standing in the community and creating a name for yourself is to extort businesses across the city. Each business has a proprietor who is currently paying a tribute to a rival Family. Your job is to come in, "negotiate" with him or her, and bring the business over to the Corleone side. Specific techniques ensure that you extort a proprietor for the maximum amount of money.

Certain businesses have a back room, basement, or upstairs area where a racket occurs. Each Family has two specific rackets, and all Families co-run two main rackets across the city. The types and location of rackets are shown



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Gaining Power ~ Earning Money & Respect

MISSION MONEY

MISSION	AMOUNT	WHERE?	WHEN/HOW?
Mission 1: The Alley	\$1,000	Destructible crate	During the training with Luca. Throw one of the thugs into the crate until it breaks.
Mission 2: The Enforcer	\$1,500	Safe upstairs	Get a dynamite stick from the thug and use that on the safe.
Mission 3: A Grave Situation	\$2,000	Graveyard	Behind one of the headstones in the graveyard. Visible at mission start behind the gate.
Mission 4: Sleeping With the Fishes	\$2,500	First training alley	Shoot the first dummy in the dummy's left knee. He falls and breaks the box with the money bag in it.
Mission 5: The Don Is Dead	\$3,000	Car on the bridge	Car near the ambulance on the left side of the bridge. Shoot it until the car blows up.
Mission 7: Intensive Care	\$2,000	In the Don's room	Don's room is unlocked at the end when Michael comes out.
Mission 9: Fireworks	\$5,000	Crates on the roof	During fight with sergeant. Either throw him into the crates or free aim shoot them. Five separate \$1,000 bags.
Mission 10: Death to the Traitor	\$20,000	Upstairs Roost hallway	After the bomb is placed, the hallway is unlocked and a thug emerges. Get past him, get the bags, and run back out the front of the building.
Mission 12: Horseplay	\$20,000	Balcony near Woltz's bedroom	Kill the guard who talks to the maid, then sneak out on balcony at the right time.
Mission 14: A Recipe for Revenge	\$5,000	Upstairs at Louis' Restaurant	After Michael kills Sollozzo, go upstairs and you'll find a weapon stash and the hidden money.
Mission 15: Now It's Personal	\$5,000	Top floor of Chateau Leive, behind a bar	During first part of the mission, go up to the top floor to find the money hidden behind a bar.
Mission 16: The Silent Witness	\$7,500	Nook on the left side of 34th near the funeral home	After arriving at the funeral home, walk to the nook. It is within the warning zone for going out of bounds.
Mission 18: Sonny's War	\$10,000	In chicken coop at top of Holden's Holdings in the rail yard	After the cutscene with the racket boss in the rail yard, go to the roof and get the money from the wired-in chicken coop.
Mission 19: Change of Plans	\$15,000	Within the right side tollbooth	After Sonny gets killed, drive up to the tollbooth, get out, get the money, and get back in before the assassins get away.
Mission 20: Order to Kill	\$5,000	In the alley behind where Monk walks out at the start	Walk into the alleyway and look to the small nook to the left.
Mission 22: It's Only Business	\$10,000	In a crate downstairs	During the Tessio chase, break the destructible crate downstairs.
Mission 23: Baptism of Fire	\$20,000	Behind a pillar of the building where Barzini exits	During the police chase section of the mission.
Total bonus wealth available: \$134,500			

in the "Tour of the City" section. Once you've successfully extorted a proprietor, a back door unlocks, allowing you access to a racket, where a racket boss must face the same "negotiation" techniques. These rackets also vary and extorting them can net you a small or large amount of money, depending on your actions.

There are larger premises called warehouses and hubs, where a number of rival Family gangsters are guarding operations. If you can fight to the racket boss at these locations, you can earn considerably more money.

Find a complete list of the businesses, rackets, and hubs in the "Tour of the City" section.



Tip Extorting businesses is a gift that keeps on giving; you are given a cut of a weekly take at the end of every Sunday. The Corleones receive a large chunk of this, but you pick up some scratch. Raise your standing in the Family to reduce the "tax" they take from you.



Locate a venue that a rival Family owns. Check your vendetta rating against the Family, and how difficult the venue will be to extort. Then enter the store.

As you begin the extortion, the proprietor or boss reveals a pressure meter under his health bar. The white vertical line shows the breaking point. The red area on the right shows the boiling point.

You must talk to the victim *after* the breaking point has been reached, but *before* the boiling point has been reached.

To extract the most money, talk to him as close to the boiling point as possible.



BREAKING POINT: RAISE THE VICTIM'S PRESSURE OVER THIS POINT, AND A PAYOUT AMOUNT IS SHOWN.



BOILING POINT: THIS PAYOUT AMOUNT RISES UNTIL THE VICTIM REACHES HIS BOILING POINT. THEN HE SNAPS AND CANNOT BE EXTORTED (HE USUALLY FIGHTS TO THE DEATH).

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Finally, each proprietor has a “weak spot” or “preferred extortion tactic.” Complete an extortion using this tactic, and the victim breaks earlier and the payout is significantly more. All of the types of tactics are shown below; you have a wide variety of extortion options.

Tip Each proprietor and racket boss has a “difficulty” rating, determining how easy it is to get him to agree to your extortion tactics. The “Tour of the City” section has this rating for each one, and each proprietor and racket boss’s weak spot is also noted, along with the minimum and maximum payouts you can reach.

SONNY’S WAY: USING ATTACKS

Some victims can be persuaded through a wide variety of means: using firearms, using BlackHand attacks, throws, slam, and leans, or grabs and strangles. Simply try out one of the violent techniques, check your victim’s health and pressure meter, and if the plan seems to be working, continue with it. If it doesn’t, try another violent tactic.

USING FIREARMS



SHOOT IN GROIN SHOOT IN SHOULDER SHOOT IN KNEES SHOOT IN TORSO



SHOOT IN HEAD ONE-HANDED FIREARM USE TWO-HANDED FIREARM USE

USING BLACKHAND ATTACKS



QUICK ATTACK STRIKE POWER ATTACK CHARGE POWER ATTACK STRIKE MELEE WEAPON ATTACK CHARGE



MELEE WEAPON ATTACK STRIKE PUT IN KNEEL PUT IN STUN PUT IN CRAWL

THROWS, SLAMS, AND LEANS



WALL SLAM WALL SLAM INTO PROPERTY HEAD SLAM HEAD SLAM INTO PROPERTY



LEAN INTO WINDOW AND HOLD THROW OVER WINDOW LEAN INTO LEDGE AND HOLD



THROW OVER LEDGE THROW INTO STUMBLE STUMBLE TO LOW FALL

GRABS AND STRANGLES



GRAB GRAB AND HOLD STRANGLE GARROTE

TOM’S WAY: REASONING/INTIMIDATING

Some victims can be reasoned with through a wide variety of means: threatening with firearms, threatening with BlackHand attacks, threatening innocents, or property damage. Try out one of the intimidation techniques, check your victim’s health and pressure meter, and if the plan seems to be working, continue with it. If it doesn’t, try another intimidation tactic.

THREATENING WITH FIREARMS



AIM AT GROIN AIM AT SHOULDER AIM AT KNEES AIM AT TORSO



AIM AT HEAD ONE-HANDED FIREARM AIM TWO-HANDED FIREARM AIM

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THREATENING WITH BLACKHAND ATTACKS



GRAB



POWER ATTACK
CHARGE



MELEE WEAPON
ATTACK CHARGE

THREATENING INNOCENTS



TALK/
CONVINCE



TALKED TO
IN VIEW



TARGETED
IN VIEW



BEATEN
IN VIEW



KILLED
IN VIEW

PROPERTY DAMAGE



TARGETING PROPERTY



CASH REGISTER
DESTRUCTION



WEIGHING SCALES
DESTRUCTION



JUKEBOX DESTRUCTION



WINDOWS DESTRUCTION



DISPLAY CASE
DESTRUCTION



SAFE DESTRUCTION



WALL SLAM INTO
PROPERTY



HEAD SLAM INTO
PROPERTY

Note Smashing a cash register yields a small cash sum. Bag it!

HANDSHAKE AGREEMENTS

The third tactic is to dispense with any violence whatsoever, and simply stroll up to your victim and instantly take over his livelihood. When dealing with proprietors, you need to have a certain level of experience.



NO PRESSURE
HANDSHAKE



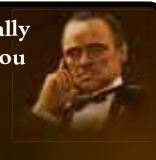
BUYOUT

Once at that level, you can execute a “no pressure” handshake. Walk into the business, talk to the proprietor, and he agrees to pay you a tribute. With a racket boss, it’s all about money. Buy him out at usually twice the weekly take of the business, and he gives you the place.

Tip If you elect to buy out a racket boss, you automatically receive the maximum weekly take from the venue!



Tip The first part of the game is optimally played using Sonny’s tactics. After you accrue enough money and levels, close deals with a handshake, especially if the alternative is a long battle!



PAYDAY AND TRIBUTES

Now you’ll be waiting for that payday to come around and a cut of the tribute. Paydays happen at week’s end (Sunday at midnight). This works out to every 84 minutes of real time (each day consists of 12 minutes).

Keep a close watch on the date and time (accessed via your notepad on the Objectives button) after every mission you complete, because some missions are set close to payday.

With each rank increase, you bring home more cash: Your life on the streets is violent, and you must know just how violent you can be without ramifications that can impede your progress. You must also learn how to execute those you deem troublesome in the most ruthless way possible—through the dark arts of the specialized execution!

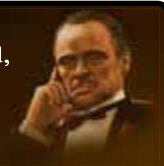
TRIBUTE PERCENTAGES

RANK	TRIBUTE % PAID (CORLEONE FAMILY)	RANK	TRIBUTE % PAID (CORLEONE FAMILY)
Outsider	75%	Capo	55%
Enforcer	70%	Underboss	50%
Associate	65%	Don	45%
Soldier	60%	Don of NYC	40%

Caution Resolve all mob wars as soon as possible. If you fail a mob war, you lose up to two businesses for a game week, and these are vital for paydays. Imagine your weekly payout slashed by \$5,000. Retaliate using the techniques outlined in the mob war section below.



Tip If you’re short on money, simply leave your gangster looking around, without pausing the game, and let the time tick by. Come back in 84 minutes and grab the next week’s take! For safety’s sake, stand inside a safehouse, and let the game run overnight if you don’t have a spare one hour and 24 minutes.



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FREELANCING: VIOLENT REPERCUSSIONS

Your life on the streets is violent, and you must know just how violent you can be without ramifications that can impede your progress. You must also learn how to execute those you deem troublesome in the most ruthless way possible—through the dark arts of the specialized execution!

HEAT, VENDETTAS, AND MOB WARS

THE POLICE: DEALING WITH HEAT

Officers work every main street of the city, and they're always there if you've acquired "heat" by committing a crime. The types of crimes that raise your heat rating are shown in the chart below. In-game this is displayed as "badges" along the left side of your mini-map. Expect the police to pursue you to a greater degree the more heat you accumulate, until you're shot at and chased by them and their cars.

Beat the heat by **bribing** an officer of the law; the "badges" icons change to a green line signifying "bribe time." During this time, the police look the other way, and you can commit any crime as long as there isn't an officer looking on. Naturally, the more senior the officer you bribe, the more expensive it is, but the longer the bribe time lasts.



RANK	UNIFORM	WHERE FOUND?	COST	BRIBE TIME
Level 1 (Beat/Patrol Cops)	Light Blue	Patrolling	\$250	60 secs.
Level 2 (Police Sergeants)	Black	Patrolling/In Front of Banks	\$500	150 secs.
Level 3 (Chiefs)	Dark Blue	Near Police Stations	\$1,000	300 secs.

Be warned: Bribe an officer only if your heat level is low enough. If you've been slaying innocents left and right, and your heat is three or more, expect a more violent reaction; you won't have time to present the cash! Bribes are useful when you're about to tackle a big job, such as extorting three or four businesses or a warehouse. Of course, bribing is purely optional; there are other ways to beat the heat!

Another way to deal with an increased heat rating is to **flee to a safehouse** that you own. Simply heading through the threshold of this building reduces your heat back down to manageable levels; this is generally the best way to run from the police at high heat levels.



Or you can head to a building that the Corleones own or are extorting. The mobsters guarding the place are happy to help out, and a large-scale street brawl breaks out between the boys in blue and your boys in black. This gives you time to steal a new vehicle, shoot and flee, and plan your safehouse escape. Or, you can simply wait in an upstairs room or down a dark alley, away from the cops, as your heat reduces a point every second. Naturally, that means at 700 heat, it takes around 400 seconds (or just over six and a half minutes of real time) to get your heat level back down to two badges, a manageable level.



The final plan is to **give up!** This isn't much of a plan, and you're arrested. It costs you \$250, and you're left embarrassed, but unscathed, and with no heat at all. But real gangsters don't get caught!

THE GANGSTERS: DEALING WITH VENDETTAS

As well as keeping an eye on the cops, you must also be aware of how you're coping with the four rival Families scattered across the city, as you'll be increasing a vendetta with all four of them, leading to a mob war! Obviously, you want to worry about one mob war at a time, so follow this plan when starting a vendetta:



Note Vendetta points are accumulated each time you slay a rival gangster. This is the only time you accrue them; taking over businesses does *not* influence the vendetta rating.



1. Tackle one Family at a time. This doesn't mean you should exclusively kill Tattaglia gangsters and no one else, but check the vendetta points and Tom's report. Keep all other Families at a maximum rating of medium (yellow) just in case you need to slay another gangster. You can go up one more level, but at 700 vendetta points, the Family starts firing on you whenever they see you.
2. Cool off a Family. The only way to do this is to complete a mission in the campaign. This halves the vendetta points. Vendetta points don't drop like heat; rival Families remember the atrocities you commit against their own!
3. Bring in reinforcements. Are you having trouble with the Tattaglias? Then extort a business down their street, around a safehouse you own, and when you're being shot at, run to that business so your guards tackle the foes chasing you.

4. Mob war! Starting a mob war is encouraged, but only when it is absolutely necessary, such as when you attack a warehouse, hub, or a compound. Make sure you've taken over a number of businesses the rival Family owns first, so the vendetta level is just shy of 1,000 (mob war). Then attack a warehouse, hub, or compound. Why? Because you're likely to start a mob war anyway when you attack a warehouse or compound, so you're essentially getting the businesses as part of this war!

DEALING WITH A MOB WAR

When you've started a mob war (which should *always* be during the takedown of a warehouse or compound), you see a timer start to tick down in your HUD's upper right. You have this amount of time (usually around 40–50 minutes) to end the mob war. There are three ways to do this:

Lose! Not really a good plan, but if you fail the other two plans, you automatically lose the mob war, and two (or more) of your businesses get torched and are closed for a week, which seriously impedes your cash flow. Obviously, this isn't the way to conduct business, so...



Retaliate! Locate a business or racket (or compound) and bomb it. If you're taking over a compound anyway, you're already planning to bomb it, making this an excellent plan! If not, then make sure you leave a weak business operation ready to be bombed, and travel there

after you complete your current battle. Plan ahead!

Tip Locate a black market merchant and stock up on a bomb prior to instigating a mob war. Use the map target feature to pinpoint the merchant to easily track him.



Bribe the FBI! Check the city map to see that each neighborhood has its own G-man hiding in an out-of-the-way area. As you finish your current fight, head straight to him. Give him \$3,000, and he'll put pressure on the other Families and cool the mob war back to zero. This is the preferred option.



THREAT ZONES

"Threat zones" are shown on the city map. These are areas to expect gunfire around a business, police station, or bank if your vendetta or heat level is high enough for enemies to start firing.



Some threat zones, such as those around warehouses and compounds, are guarded more tightly. Even if you have no previous beef with a Family, they will fire upon you if you enter these areas. These are usually blocked with vehicles.

TYPES OF SLAYING

Generally, there are five ways to slay someone:



BY AUTOMOBILE: HIT SOMEONE WITH A VEHICLE. IT USUALLY TAKES TWO TRIES TO KILL SOMEONE!



BY EXPLOSION: ANY DYNAMITE OR BOMB THAT CATCHES A FOE IN THE BLAST KNOCKS HIM OVER, TOO!



BY FIRE: ANY FIRE-BASED ATTACK (VEHICLE FIRE OR MOLOTOV). VEHICLE EXPLOSIONS ARE NOT THIS TYPE OF KILL.



BY GUNFIRE: ANY FIREARM WILL DO, AND YOU HAVE FIVE AT YOUR DISPOSAL.



BY HAND-TO-HAND COMBAT: MURDER SOMEONE WITH BLACKHAND COMBAT OR GRAPPLING.

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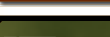
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HEAT, VENDETTAS, AND KILLS

HEAT LEVEL

# OF BADGES	MIN. HEAT (POINTS)	MAX. HEAT (POINTS)
0	0	28.5
	29	148.5
	149	298.5
	299	448.5
	449	698.5
	699	1,000 or more

Note

The police attack you on sight if you have four or more heat badges.



Check this chart, and compare the “Maximum Heat (Points)” number to the variety of “Actions That Increase Heat and Vendetta Levels” chart. Now you can work out how much heat you incur for each action.

For example: You hijack a moving vehicle (+100), drive over the female owner (+100), take it to a business and kill the two associate gangsters outside with your pistol (+20 x 2), and once inside, you accidentally dispatch the male proprietor with a strangle (+100). Your total heat rating goes from (0) to (+340); level 3. You’ll see three police badges on your HUD signifying this.

VENDETTA LEVELS

VENDETTA LVL. NAME/COLOR	MINIMUM VENDETTA (POINTS)	MAXIMUM VENDETTA (POINTS)
Peaceful (Green)	0	148.5
Low (Dark Green)	149	298.5
Medium (Yellow)	299	448.5
Medium High (Dark Red)	449	698.5
High (Red)	699	1,000*
Mob War!	1,000 or more	

*Mob wars start at 1,000 vendetta points (VPs).
Succeed in a mob war: VPs are reduced to 0.
Fail in a mob war: VPs are reduced by 499.

Note

As soon as your vendetta level reaches 700, the rival Family you’re targeting will open fire at you from their threat zones.



COOLING OFF HEAT AND VENDETTA LEVELS

TYPE OF HEAT	HEAT POINTS LOST	VENDETTA POINTS LOST
Regular (Police) Heat	1 point every second	0
Vendetta	0.5 points every 5 seconds	0
Complete a Mission	Halved	Halved

ACTIONS THAT INCREASE HEAT & VENDETTA LEVELS

ACTION	TARGET	TARGET RANK	GENDER	DAMAGE TYPE	HEAT PTS.	VENDETTA PTS.
Arrested	You (by the Police)	N/A	N/A	N/A	Zeroed	0
Bribe	Police Chief	N/A	N/A	N/A	Zeroed	0
Bribe	Police Officer	N/A	N/A	N/A	-250	0
Iced	You (by a Gangster)	N/A	N/A	N/A	0	-250
Iced	You (by the Police)	N/A	N/A	N/A	-500	0
Destroy	Vehicle	N/A	N/A	N/A	100	0
Firebomb	Venue	N/A	N/A	N/A	800	0
Hijack	Parked Vehicle	N/A	N/A	N/A	50	0
Hijack	Occupied Vehicle	N/A	N/A	N/A	100	0
Kill	Gangster	Associate	N/A	Automobile	20	15
Kill	Gangster	Associate	N/A	Explosion	20	15
Kill	Gangster	Associate	N/A	Fire	20	15
Kill	Gangster	Associate	N/A	Gun	20	30
Kill	Gangster	Associate	N/A	Hand to Hand	20	10
Kill	Gangster	Soldier	N/A	Automobile	20	35
Kill	Gangster	Soldier	N/A	Explosion	20	35
Kill	Gangster	Soldier	N/A	Fire	20	35
Kill	Gangster	Soldier	N/A	Gun	20	60
Kill	Gangster	Soldier	N/A	Hand to Hand	20	20
Kill	Gangster	Capo	N/A	Automobile	20	50
Kill	Gangster	Capo	N/A	Explosion	20	50
Kill	Gangster	Capo	N/A	Fire	20	50
Kill	Gangster	Capo	N/A	Gun	20	90
Kill	Gangster	Capo	N/A	Hand to Hand	20	35
Kill	Gangster	Underboss	N/A	Automobile	20	90
Kill	Gangster	Underboss	N/A	Explosion	20	90
Kill	Gangster	Underboss	N/A	Fire	20	90
Kill	Gangster	Underboss	N/A	Gun	20	150
Kill	Gangster	Underboss	N/A	Hand to Hand	20	60
Kill	Gangster	Don	N/A	Automobile	20	180
Kill	Gangster	Don	N/A	Explosion	20	180
Kill	Gangster	Don	N/A	Fire	20	180
Kill	Gangster	Don	N/A	Gun	20	300
Kill	Gangster	Don	N/A	Hand to Hand	20	120
Kill	Merchant	N/A	Female	Automobile	100	0
Kill	Merchant	N/A	Female	Explosion	150	0
Kill	Merchant	N/A	Female	Fire	150	0
Kill	Merchant	N/A	Female	Gun	200	0
Kill	Merchant	N/A	Female	Hand to Hand	200	0
Kill	Merchant	N/A	Male	Automobile	50	0
Kill	Merchant	N/A	Male	Explosion	75	0
Kill	Merchant	N/A	Male	Fire	75	0
Kill	Merchant	N/A	Male	Gun	100	0
Kill	Merchant	N/A	Male	Hand to Hand	100	0
Kill	Pedestrian	N/A	Female	Automobile	100	0
Kill	Pedestrian	N/A	Female	Explosion	150	0
Kill	Pedestrian	N/A	Female	Fire	150	0
Kill	Pedestrian	N/A	Female	Gun	200	0
Kill	Pedestrian	N/A	Female	Hand to Hand	200	0
Kill	Pedestrian	N/A	Male	Automobile	50	0

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ACTIONS THAT INCREASE HEAT & VENDETTA LEVELS

ACTION	TARGET	TARGET RANK	GENDER	DAMAGE TYPE	HEAT PTS.	VENDETTA PTS.
Kill	Pedestrian	N/A	Male	Explosion	75	0
Kill	Pedestrian	N/A	Male	Fire	75	0
Kill	Pedestrian	N/A	Male	Gun	100	0
Kill	Pedestrian	N/A	Male	Hand to Hand	100	0
Kill	Police Officer	Cop (Lvl. 1)	N/A	Automobile	75	0
Kill	Police Officer	Cop (Lvl. 1)	N/A	Explosion	110	0
Kill	Police Officer	Cop (Lvl. 1)	N/A	Fire	110	0
Kill	Police Officer	Cop (Lvl. 1)	N/A	Gun	150	0
Kill	Police Officer	Cop (Lvl. 1)	N/A	Hand to Hand	150	0
Kill	Police Officer	Cop (Lvl. 2)	N/A	Automobile	100	0
Kill	Police Officer	Cop (Lvl. 2)	N/A	Explosion	150	0
Kill	Police Officer	Cop (Lvl. 2)	N/A	Fire	150	0
Kill	Police Officer	Cop (Lvl. 2)	N/A	Gun	200	0
Kill	Police Officer	Cop (Lvl. 2)	N/A	Hand to Hand	200	0
Kill	Police Officer	Cop (Lvl. 3)	N/A	Automobile	125	0
Kill	Police Officer	Cop (Lvl. 3)	N/A	Explosion	185	0
Kill	Police Officer	Cop (Lvl. 3)	N/A	Fire	185	0
Kill	Police Officer	Cop (Lvl. 3)	N/A	Gun	250	0
Kill	Police Officer	Cop (Lvl. 3)	N/A	Hand to Hand	250	0
Kill	Racket Boss	(Always Capo)	N/A	Automobile	20	50
Kill	Racket Boss	(Always Capo)	N/A	Explosion	20	50
Kill	Racket Boss	(Always Capo)	N/A	Fire	20	50
Kill	Racket Boss	(Always Capo)	N/A	Gun	20	90
Kill	Racket Boss	(Always Capo)	N/A	Hand to Hand	20	35

Automobile: Hitting with vehicle

Explosion: Dynamite or bomb

Fire: Fire-based attack (vehicle fire or Molotov)

Gun: Any firearm

Hand to Hand: BlackHand combat

Note Street smarts skill adjusts these values:
 Level 1: Knowledge, upgrade 1—
 -10% heat and vendetta earned
 Level 4: Hot Wiring—steal parked cars heat free
 Level 5: Knowledge, upgrade 2— -30% heat and vendetta earned
 Level 8: Knowledge, upgrade 3— -50% heat and vendetta earned



KILLS AND RESPECT

You don't just increase your vendetta rating with a rival Family when you start massacring their troops, you receive a respect bonus too, as shown in the chart below. You gain no respect for slaying innocents.

RESPECT BY KILL TYPE

KILLING TECHNIQUE	BASE VALUE: ASSOCIATE	BASE VALUE: SOLDIER	BASE VALUE: CAPO	BASE VALUE: UNDERBOSS	BASE VALUE: DON
Wall Slam Death	2.5	5	12.5	25	250
Head Slam Death	2.5	5	12.5	25	250
Garrote Death	2.5	5	12.5	25	250
Strangle Death	2.5	5	12.5	25	250

RESPECT BY KILL TYPE

KILLING TECHNIQUE	BASE VALUE: ASSOCIATE	BASE VALUE: SOLDIER	BASE VALUE: CAPO	BASE VALUE: UNDERBOSS	BASE VALUE: DON
Automobile Strike Death	0.125	0.25	0.625	1.25	12.5
Kneecapping	0.125	0.25	0.625	1.25	12.5
Thrown into Traffic Death	5	10	25	50	500
Molotov Cocktail Death	0.25	0.5	1.25	2.5	25
Death by Explosion	0.25	0.5	1.25	2.5	25
Melee Weapon Death	2.5	5	12.5	25	250
Head Shot Death	0.25	0.5	1.25	2.5	25
Melee Punch Death	1.5	3	7.5	15	150
Melee Punch Death (while Grabbed)	2	4	10	20	200
Disarm Your Foe	0.25	0.5	1.25	2.5	25
High Ledge Fall to Death	3.75	7.5	18.75	37.5	375
Low Ledge Fall to Death	3.75	7.5	18.75	37.5	375
Firearm Death	0.5	1	2.5	5	50
BlackHand Execution and Oven Death	10	20	50	100	1,000

YOUR LEVEL & RANK	MULTIPLIER	YOUR LEVEL & RANK	MULTIPLIER
0: Outsider	15	3: Capo	30
0: Enforcer	15	4: Underboss	40
1: Associate	20	5: Don	50
2: Soldier	25		

Note To work out the average respect bonus for a kill, multiply the gangster victim's base value by your rank multiplier. So, if you are at soldier rank (2) and defeat a capo (rank 3) by strangling him to death, you multiply his base value (12.5) by your rank multiplier (25) for 312.5 respect points.

Remember! All these are average values; you could receive more or less respect points.

With an average player slaying around 1,200 gangsters during a 100 percent game completion, the average respect bonus is more than 2,000,000. That's enough to take you from level 1 to 38 (although of course, there are easier ways to achieve this)!

ATTACK AND HIT POINTS

To inflict the most amount of damage with the minimum number of bullets, it is useful to know how many hit points each individual has. This is the amount contained in his green health bar.

Use this chart to determine your own health hit points (which start at 1,500, but increase as you add skill points to your health and level up), then determine how much damage you can take from an opponent. Or, look at your opponent's hit points and figure out how many shots it will take to defeat him, using firearms.

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For example: You are about to attack a Tattaglia capo, who is carrying a firearm. His hit points are 2,500. You refer to the "Firearms" chart (page 14), and see that it would take four shots from your .38 snub nose to kill him, as each shot inflicts 800 HPs of damage. You decide to use the level 2 magnum instead; it inflicts 2,600 HPs of damage with a single shot!

DAMAGE BY VICTIM TYPE

CITIZEN TYPE	LIGHT PUNCH DMG.	MEDIUM PUNCH DMG.	HARD PUNCH DMG.	HIT POINTS
Innocents	150	200	250	1,100
Owners: Merchants	100	150	200	1,800
Owners: Racket Bosses*	150	200	250	2,050
Owners: Hub Racket Bosses	200	225	275	2,100
Gangster: Tattaglia Associate Firearms	100	150	200	1,500
Gangster: Tattaglia Associate Melee	100	150	200	1,500
Gangster: Tattaglia Soldier Firearms	110	165	220	2,000
Gangster: Tattaglia Soldier Melee	110	165	220	2,000
Gangster: Tattaglia Capo Firearms	120	180	240	2,500
Gangster: Tattaglia Capo Melee	120	180	240	2,500
Gangster: Tattaglia Underboss Firearms	130	195	260	3,000
Gangster: Tattaglia Underboss Melee	130	195	260	3,000
Gangster: Tattaglia Racket Driver	100	150	200	1,500
Gangster: Stracci Associate Firearms	140	210	280	2,250
Gangster: Stracci Associate Melee	140	210	280	2,250
Gangster: Stracci Soldier Firearms	150	225	300	2,550
Gangster: Stracci Soldier Melee	150	225	300	2,550
Gangster: Stracci Capo Firearms	160	240	320	2,850
Gangster: Stracci Capo Melee	160	240	320	2,850
Gangster: Stracci Underboss Firearms	170	255	340	3,150
Gangster: Stracci Underboss Melee	170	255	340	3,150
Gangster: Stracci Racket Driver	140	210	280	2,250
Gangster: Cuneo Associate Firearms	180	270	360	3,000
Gangster: Cuneo Associate Melee	180	270	360	3,000
Gangster: Cuneo Soldier Firearms	190	285	380	3,300
Gangster: Cuneo Soldier Melee	190	285	380	3,300
Gangster: Cuneo Capo Firearms	200	300	400	3,600

DAMAGE BY VICTIM TYPE

CITIZEN TYPE	LIGHT PUNCH DMG.	MEDIUM PUNCH DMG.	HARD PUNCH DMG.	HIT POINTS
Gangster: Cuneo Capo Melee	200	300	400	3,600
Gangster: Cuneo Underboss Firearms	210	315	420	3,900
Gangster: Cuneo Underboss Melee	210	315	420	3,900
Gangster: Cuneo Racket Driver	180	270	360	3,000
Gangster: Barzini Associate Firearms	220	330	440	3,750
Gangster: Barzini Associate Melee	220	330	440	3,750
Gangster: Barzini Soldier Firearms	230	345	460	4,050
Gangster: Barzini Soldier Melee	230	345	460	4,050
Gangster: Barzini Capo Firearms	240	360	480	4,350
Gangster: Barzini Capo Melee	240	360	480	4,350
Gangster: Barzini Underboss Firearms	250	375	500	4,650
Gangster: Barzini Underboss Melee	250	375	500	4,650
Gangster: Barzini Racket Driver	220	330	440	3,750
You**	120	200	280	1,500

* Includes pimps, madams, counterfeiters, gambling, and other racket owners.

** Your damage and hit points are affected by your level and skills.

Note Gangsters drop money (between \$1 and \$250), ammunition, melee weapons, health bottles, and firearms. On a very rare occasion, they may even leave an upgraded firearm!

Innocents also drop money, and this has a wider range. This could be zero, but some carry between \$10 and \$2,000! Check out the pedestrians that you don't see many of; bums, college boys, fishmongers, and businessmen.



GETTING ICED

You aren't super-human; in fact, the gangsters you're dealing with are vicious and armed with the same firearms as you, so expect a lot of damage as you attempt to stamp your authority on an area. This sometimes leads you to getting iced: you die and appear with \$500 less in your pocket at the nearest clinic. There's no benefit to reloading your game, except that the rap sheet won't show the tally of your deaths.

SPECIALIZED EXECUTIONS

Certain finishing maneuvers net you additional respect points. There are 22 different methods of finishing your foe. When you see the Execution button symbol appear during a fight, or if you complete the description shown below, you add this to your list of accomplishments on your rap sheet. An on-screen prompt lets you know if you were successful. Finish all 22 executions for game completion.



1: BLACKHAND EXECUTION
KNOCK OUT A MOBSTER WITH A BLACKHAND ATTACK.



2: BOMBS AWAY EXECUTION
BLOW UP A MOBSTER WITH A STICK OF DYNAMITE OR A TIME BOMB.



3: COCKTAIL HOUR EXECUTION
BURN A MOBSTER WITH A MOLOTOV COCKTAIL.



4: GRAND SLAM EXECUTION
SMASH UP A MOBSTER WITH A BASEBALL BAT.



5: BLACKHAND GRAPPLE EXECUTION
KNOCK OUT A MOBSTER WITH A BLACKHAND GRAPPLE ATTACK.



6: HARD HEAD EXECUTION
KILL A MOBSTER BY SLAMMING HIS HEAD INTO A TABLE.



7: LAST GASP EXECUTION
KILL A MOBSTER BY STRANGLING HIM TO DEATH.



8: OVER COOKED EXECUTION
TOSS A MOBSTER INTO AN OVEN AND WATCH HIM BURN.



9: ROAD RAGE EXECUTION
RUN OVER A MOBSTER WITH YOUR VEHICLE.



10: SILENT ASSASSIN EXECUTION
SNEAK UP BEHIND AND GARROTE A MOBSTER.



11: STAINED GLASS EXECUTION
THROW A MOBSTER THROUGH A FIRST-STORY WINDOW.



12: WATCH YOUR STEP EXECUTION
TOSS A MOBSTER OFF OF A SECOND-FLOOR LEDGE, ROOF, RAILING, OR WINDOW.



13: TRAFFIC ACCIDENT EXECUTION
THROW A MOBSTER SO HE STUMBLES INTO ONCOMING TRAFFIC.



14: WALLPAPERED EXECUTION
WALL SLAM A MOBSTER TO DEATH.



15: HATS OFF EXECUTION
EXECUTE A MOBSTER ON HIS KNEES AT CLOSE RANGE WITH A ONE-HANDED FIREARM.



16: PISTOL EXECUTION
EXECUTE A MOBSTER STANDING AT CLOSE RANGE WITH A ONE-HANDED FIREARM.



17: FACEOFF EXECUTION
EXECUTE A MOBSTER ON HIS KNEES AT CLOSE RANGE WITH A TWO-HANDED FIREARM.



18: GUT SHOT EXECUTION
EXECUTE A MOBSTER STANDING AT CLOSE RANGE WITH A TWO-HANDED FIREARM.

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19: DISARMED

DISARM A MOBSTER BY PRESSURE POINT SHOOTING HIS RIGHT SHOULDER.



20: KNEECAPPED

IMMOBILIZE A MOBSTER BY PRESSURE POINT SHOOTING HIM IN HIS KNEE.



21: FIREARM EXECUTION

EXECUTE A MOBSTER WITH A TWO-HANDED FIREARM.



22: SURE SHOT EXECUTION

KILL A MOBSTER WITH A SINGLE PRESSURE POINT SHOT TO THE HEAD.

FREELANCING: KNOW YOUR SURROUNDINGS

FRIENDLY PLACES

Your first plan when getting to know the lay of the land is to locate nearby establishments that the Corleones own. Not only do they provide shelter from rival Families or cops, but you can expect to find items, ammo, and a couple of Corleone gangsters to help you.



THE STORE BEFORE YOU TOOK IT OVER; NOTE THE RIVAL GANGSTERS AT THE DOOR



THE STORE ONCE YOU MADE AN OFFER THAT COULDN'T BE REFUSED

Whenever you extort a business, warehouse, or hub successfully, Corleone gangsters appear to guard the venue. This means you don't need to worry about a rival Family taking back the venue. In fact, the only way you lose a venue is if it gets firebombed during a mob war.

The gangsters hanging out at Corleone-owned businesses do more than just guard the place; they help you out whenever possible. If you study the map poster carefully, you'll see a "threat zone" on the road surrounding the venue. Expect Corleone help in this area if you own the place, and rival members to attack you if you don't and your vendetta level is high enough.

Tip You can bring racket trucks, chasing gangsters, or cops to a place you own, and the Corleone mobsters begin to fight your enemies. Now you can sit back and watch business take care of itself!



Dotted around town, and available after every mission, are Corleone advisors. These sharp-suited gentlemen provide key information about every aspect of life, plus hints on what to do and where you should head next. Whenever you're unsure of

your actions, ask an advisor. There's usually one near your safehouse.

FAMILY COMPOUNDS AND NEIGHBORHOOD TAKEDOWNS

Each of the five Families owns a compound in a different neighborhood.

Naturally, only four of these compounds provide problems for you; the Corleone compound is a safe haven with basements full of ammunition.

Compounds are the most difficult venues to take over, as you must battle through the entrance, get into both buildings, and set a bomb in each basement. Tactics for achieving this are detailed in the "Tour of the City" section. When you succeed in taking over a rival Family's compound, you are rewarded. After one week (once the bomb damage is repaired), you can use the compound as a base and collect ammo from the cellars.

Your plans shouldn't end there: After you've conquered a neighborhood compound and every business a rival Family owns in that neighborhood, you can rightly brag that you've taken the neighborhood over completely. You're given a sizable reward, too.

NEIGHBORHOOD TAKEOVER REWARDS

NEIGHBORHOOD	FAMILY COMPOUND	TAKEOVER RESPECT VALUE	NEIGHBORHOOD TAKEOVER VALUE
Little Italy	Corleone	N/A	50,000
Brooklyn	Tattaglia	100,000	75,000
New Jersey	Stracci	200,000	100,000
Hell's Kitchen	Cuneo	300,000	150,000
Midtown	Barzini	400,000	200,000
Totals	—	1,000,000	575,000

OTHER CITY BUILDINGS

All of these important city buildings can be entered. Some have safes, some can be heisted, and all have a purpose. Their exact purpose is shown in the "Tour of the City" section.

Safehouses: An oasis of calm, these are bought or given to you by the Corleones throughout the adventure.

TRAINING

Gaining Power ~ Earning Money & Respect

Banks: There are six banks across town, and all can be heisted. You receive the following respect depending on your rank, when you dynamite or bomb the safe, and flee to a safehouse to secure your loot (for available swag, see the "Tour of the City" section).

RANK	RESPECT	RANK	RESPECT
Outsider/Enforcer	28,800	Capo	57,600
Associate	38,400	Underboss	76,800
Soldier	48,000	Don	96,000

Clinics: Once you're iced, or if you need a health bar replenish, you head to a clinic. For \$100, you can buy a health bottle. Other than this, the doctors of these establishments aren't strictly legitimate, but they keep a well-stocked safe.

Churches: Churches sometimes contain items, or have black market merchants selling bombs. You may see worshippers in the pews or outside in the graveyard. Each church has a crypt where the FBI sometimes hangs out.

RACKET TRUCKS



Want to know where a rival Family is taking some loot and reveal a racket chain (besides by checking out this guide)? Then stop a racket truck. This isn't simple, but once it's done, you can find out nearby locations, tag them on your

map, and head over there. You get a \$1,000 bag of swag for your troubles, too!

The first plan in heisting a truck is to stop it. Do this at a junction by blocking the road with vehicles, or shoot the racket truck until it stops (use a tommy gun and free aim).

A couple of thugs leap out of the back of the truck. Gun them down, then grab and talk to the racket truck driver, who reveals the details of nearby rackets. Then steal the vehicle, shoot or let go of the driver, and head back to the safehouse to secure that loot!

Tip Try heisting a racket truck in front of a business you own, so your Corleone guards help in the firefight!



SAFECRACKING



There are 100 safes (which all look the same) scattered throughout buildings across town. Find them in clinics, businesses, racket areas, warehouses, and even compounds. Lay a stick of dynamite next to the safe, then take cover as the

fuse lights. Any object between you and the safe provides

adequate cover. Take the swag from the safe (each safe contains a random amount), and get back to your safehouse; only then is the money added to your total. Locations of every safe are shown in the "Tour of the City" section. Cracking a safe earns you 1,000 respect.

SAFECRACKING

SAFE LOCATION	TOTAL SAFES	MINIMUM CASH	MAXIMUM CASH
Back room	84	200	1,000
Warehouse	8	500	2,000
Transport hub	4	1,000	3,000
Compound	4	1,000	10,000
Total	100	2,700	28,800

FREELANCING: LIVING WORLD ENCOUNTERS

Check the map for all the ambush, Family fight, stolen shipment, execution, and film reel locations, and (where appropriate) the chances of witnessing the encounter.

NIGHT AND DAY

Creeps and murderous thugs tend to come out at night, and one full game day lasts 12 minutes of real time. Check your notepad (Objectives button) to find the correct time, or look at the sky.

AMBUSHES

Every neighborhood has about three places with an even higher crime rate than normal, and these are always near a black market merchant. Once you purchase your item from the merchant, you'll sometimes hear a shout of "You were followed!" and around three rival gangsters storm in, shooting.



PLANNING FOR AN AMBUSH

1. Purchase your items during the day; there's much less chance of the ambush happening. At night an ambush always occurs.
2. Carry extra money to purchase more ammunition; you'll expend some dealing with the ambushers!
3. Find cover immediately, and tackle each foe individually. Try not to catch the black market merchant or pedestrians in the crossfire.

FAMILY FIGHTS & FIGHT CLUBS



Family Fights are a little like an ambush, occurring near a black market merchant and pitching battles between two rival Families. Avoid the night to avoid the fight. If you join in, use the same care and attention you used when

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preparing for an ambush. A fight club (using the same icon on the guide maps) takes place in a venue, where a boxer challenges you to a melee fight to the death for a juicy reward! Check the “Tour of the City” chapter for locations and tactics.

STOLEN SHIPMENTS



Other challenges involve marked crates or marked men, hidden on train carriages or on underpasses, or meeting in well-guarded corners of the city. After the fight is over, you can gather the money from the raid, which ranges in value

but is always sizeable, and return it to your safehouse to add it to your total. Leave the area and return here to repeat the raid.

EXECUTIONS

Don't confuse these executions with BlackHand execution techniques. In certain areas, seedy back alleys or out-of-the-way spots, you could chance upon an execution of a rival Family member (see the appendices for details). These are entertaining to watch, and you can slay the assassin afterward!



FILM REELS

Scattered about the city in devilish hiding spots are 100 film reels. Claim them all for 1,000 respect points each (excellent when you're beginning your campaign). These unlock bonus materials in the film archive, available when you load a game. Here are all the unlockable film clips in the game:



FILM CLIPS TO UNLOCK

CLIP NUMBER	STIPULATION
1	Complete Mission 1: The Alley
2	Complete Mission 2: The Enforcer
3	Complete Mission 3: A Grave Situation
4	Complete Mission 4: Sleeping with the Fishes
5	Complete Mission 5: The Don Is Dead...
6	Complete Mission 7: Intensive Care
7	Complete Mission 9: Fireworks
8	Complete Mission 10: Death to the Traitor
9	Complete Mission 12: Horseplay
10	Complete Mission 14: A Recipe for Revenge
11	Complete Mission 15: Now It's Personal
12	Complete Mission 16: The Silent Witness

FILM CLIPS TO UNLOCK

CLIP NUMBER	STIPULATION
13	Complete Mission 18: Sonny's War
14	Complete Mission 19: Change of Plans
15	Complete Mission 20: Order to Kill
16	Complete Mission 22: It's Only Business
17	Complete Mission 23: Baptism of Fire
18	Collect 10 Film Reels
19	Collect 20 Film Reels
20	Collect 30 Film Reels
21	Collect 40 Film Reels
22	Collect 55 Film Reels
23	Collect 70 Film Reels
24	Collect 85 Film Reels
25	Collect 100 Film Reels

FLIRTING



Certain ladies, usually hanging around in a neighboring apartment to your safehouse, like to writhe to the rhythms of the latest dance hall tunes. These are the types of ladies your mother warned you about. They aren't worried about

rampant hypothermia plaguing the tenement blocks either. You can put the moves on some of them with either “Flirt” or “Make a Move.” Achieve success with a lady for a small respect bonus (around 150 points). Increasing your street smarts skill helps you win over these buxom beauties. Slapping them around doesn't.

EASTER EGGS

Brave souls have reported seeing a crazed band of bellboys guarding a crate of cash in the sewers near Hell's Kitchen. Others have whispered about a bum fight by the train tracks. Yet others speak in reverence of Mama Corleone, who wanders the kitchen at the compound. New York City has a number of hidden treats to discover. Can you find them all?



100 PERCENT COMPLETION

Check the rap sheet inside Tom's report (which you receive when you join the Corleones). This reveals much of what you need to complete to achieve a 100 percent rating.

ENCOUNTERS AND EVENTS

AFFECTED BY RANK

Multiply the base respect bonus in the tables below by the following to learn the respect bonus for any rank:

TRAINING

Gaining Power ~ Earning Money & Respect

Outsider/Enforcer (x15) Associate (x20)
 Soldier (x25) Capo (x30)
 Underboss (x40) Don (x50)

EVENT	BASE RESPECT BONUS	# OF INSTANCES REWARD APPLIED
Venue Discovered	5	84
Racket Discovered	10	68
First Payable Venue	20	1
First Face-to-Face with Racket Boss	20	1
First Bribe: Police Officer	10	1
First Bribe: Police Chief	20	1
First Bribe: FBI Sergeant	20	1
First Bribe: FBI Agent	20	1
Safe Cracked	250	1
Safehouse Acquired	350	23
First Visit to New Neighborhood	25	5

Note Some players prefer to complete the first two or three acts of the campaign before tackling the high-respect events (such as safecracking). However, the lower amount of respect you'd earn if you completed these events earlier balances out the extra respect you'd get from completing them later.

ENCOUNTERS AND EVENTS NOT AFFECTED BY RANK

EVENT	RESPECT BONUS	# OF INSTANCES REWARD APPLIED
GENERAL		
First Bank Heisted	1,500	1
All Businesses Extorted	250,000	1
All Hits Complete	75,000	1
All Safehouses Owned	75,000	1
All Rackets Seized	250,000	1
COMPOUND TAKEOVERS		
Little Italy	0	1
Brooklyn	100,000	1
New Jersey	200,000	1
Hell's Kitchen	300,000	1
Midtown	400,000	1
NEIGHBORHOOD TAKEOVERS		
Little Italy	50,000	1
Brooklyn	100,000	1
New Jersey	150,000	1
Hell's Kitchen	200,000	1
Midtown	250,000	1
Total Respect for Completing Non-Ranked Events: 2,401,500		

FREELANCE: COMPLETE MONEY AND RESPECT

By now you should know exactly what you need to do to gain both money and respect. The first chart shows the total amount of money you can theoretically earn, and the second shows the theoretical maximum respect you can gain.

TOTAL LIFETIME MONIES EARNED

Based on a 50 hour, 35 week game (35 paydays).

INCOME				
INCOME TYPE	MIN.	MAX.	AVERAGE	FREQUENCY
Business Extortion	\$4,719	\$37,752	\$21,235.50	Per Week
Racket Extortion	\$59,125	\$236,500	\$147,812.50	Per Week
Safecracking (100 Safes)	\$28,800	\$152,000	\$90,400	Once
Missions (All)	—	—	\$1,802,500	Once
Contract Hits (20)	\$86,000	\$516,000	\$301,000	Once
Cash Registers	\$10,700	\$214,000	\$112,350	Repeatable
From Dead Gangsters	—	—	\$5,029	Repeatable
From Dead Merchants	—	—	\$2,428	Repeatable
Bank Heists (6)	—	—	\$190,000	Repeatable
Racket Truck Heists	—	—	\$25,000	Repeatable

This can give you a total expected income of around \$8,500,000. However, this can fluctuate between \$4,385,000 and \$14,500,000+, due to repeatable income streams.

EXPENDITURES

EXPENDITURE TYPE	AMOUNT
Safehouse Purchases	-\$1,070,000
Mobface Apparel	-\$179,400
One-Time Weapon Upgrades	-\$1,665,000

These are one-time expenditures. In addition, based on a 50 hour, 35 week game, expect your average ammunition costs to be around -\$31,500, bribes to cost -\$5,500, and deaths/arrests to cost -\$15,750. Total expenditures should top out at around \$3,000,000.

TOTAL LIFETIME RESPECT EARNED

Based on a 50 hour, 35 week game (35 paydays).

RESPECT TYPE	MIN.	MAX.	AVERAGE
Businesses Extorted	13,860	31,500	22,680
Rackets Taken Over	675,220	689,500	682,360
Safes Cracked (100)	—	—	100,000
Missions Complete (All)	—	—	2,340,750
Contract Hits (20)	111,500	1,226,500	669,000
Mobface Apparel (All)	—	—	56,130
Weapons Pickup	—	—	75,000*
"First Times"***	2,546,025	2,883,250	2,714,640

* Weapons Pickup assumes you buy the level 2 upgrade, and then the level 3 upgrade for each weapon, taking the extra respect bonus each time.

** "First Times" are the first time you complete a task, such as taking over a compound, extorting a business, or visiting a new neighborhood. This is the resulting total respect.

Some activities can be repeated until the end of time, so you can reach level 50 no matter how you've played the game: In addition, you can earn an average of 966,000 respect for killing gangsters (1,200 in an average game), 62,400 for heisting banks, and 4,375 for heisting racket trucks (25 in an average game). Therefore, in an average game, you should be aiming to accrue around 7,700,000 respect points.

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THE TATTAGLIAS

The Tattaglias are generally the first rival Family you encounter, and they are your easiest challenge. Much of your early career focuses on tit-for-tat encounters between them and the Corleones. The Tattaglias' main racket is liquor, but they have no problems getting their hands in anything dirty: prostitution, counterfeiting, gambling, and murder. Their territory, Brooklyn, is full of sleazy clip-joints, strip clubs, dirty hotels, and grim tenements. They are currently lying, cheating, and murdering their way through Little Italy, facing the Corleones. Face them here, first.



TATTAGLIA GANGSTERS ARE SNEAKY, SLEAZY, LOW-CLASS PIMPS, WHO ARE MURDEROUS, DESPERATE, AND WHINY.

Note

The Tattaglias are the weakest family in the game. Their low position forces them to work with other families to survive, and to partner with outsiders like Virgil Sollozzo. However, the struggle for power in New York City can change the fortunes of any family, and the Tattaglia's plans to eliminate the Corleones as rivals could prove successful—and deadly.



PHILIP TATTAGLIA



DON

FREDDIE NOBILE



CONSIGLIERE

BRUNO TATTAGLIA



UNDERBOSS

JOHNNY TATTAGLIA



UNDERBOSS

VIRGIL SOLOZZO



BUSINESS PARTNER

TONY BIANCHI



CAPO REGIME

DONNIE MARINELLI



CAPO REGIME

MIRKY SALERI



SOLDIER

SQUEEGIE McNEESE



SOLDIER

LUIGI "HANDS" BONETTI



SOLDIER

ROCKY DELLA BARGA



SOLDIER

UNKNOWN



ASSOCIATE

MICKEY "THE MOUTH" MANCINI



ASSOCIATE

JOHNNY "THE GREEK" RANDAZZO



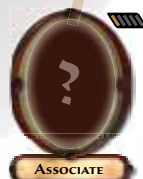
ASSOCIATE

"IRISH" JACK DOUGAN



ASSOCIATE

UNKNOWN



ASSOCIATE

SWEETS MALDINI



ASSOCIATE

UNKNOWN



ASSOCIATE

BILLY DELVECCIO



ASSOCIATE

THE STRACCIS



STRACCI GANGSTERS ARE LUNATIC NUT-JOBS, BRUTAL, CARNAL, VIOLENT, UNIQUE, AND ISOLATIONIST.

The Straccis run regular rackets, and keep up a semblance of normality with those skirting the line with the law. Their turf is New Jersey and their Don is a real personality, known as the infamous "Butcher of New Jersey." The Straccis' main source of income stems from an illegal trade in explosives, and they also help those in need "dispose" of a problem—for a price. It is said that one of their transport hubs is actually a slaughterhouse. It is also said their butcher shops hide an awful secret...but their beef sirloins are surprisingly good. Their New Jersey territory is a desolate, dark, and intimidating place sealed from the main neighborhoods by tunnels. With limited opportunities to run to safety, you can easily become sucked into the Straccis' world.

DON STRACCI



DON

Note The Straccis are hostile, cruel, and barbaric, but not particularly well-funded or organized. Their brute force makes them a stronger enemy than the Tattaglias, and their relative isolation in New Jersey provides them a small amount of protection. The primary threat from the Straccis comes from their involvement in smuggling explosives from out of state.

JACK FONTANA



CONSIGLIERE

SALVATORE STRACCI



UNDERBOSS

OSCAR ZAVARELLE



CAPO REGIME

LEON GROSSI



CAPO REGIME

PLINIO OTTAVIANO



SOLDIER

SANTINO STRACCI



SOLDIER

JOHNNY DONATELLO



SOLDIER

KYLE "THE CROC" BELLINI



SOLDIER

UNKNOWN



ASSOCIATE

DANNY GIGANTE



ASSOCIATE

DINO "TRIPS" STRACCI



ASSOCIATE

ANTHONY "CANDY KID" MANDONNA



ASSOCIATE

LOUIS "LIPS" SECONDI



ASSOCIATE

BENNIE THE BOAT



ASSOCIATE

UNKNOWN



ASSOCIATE

AL BELLAGIO



ASSOCIATE

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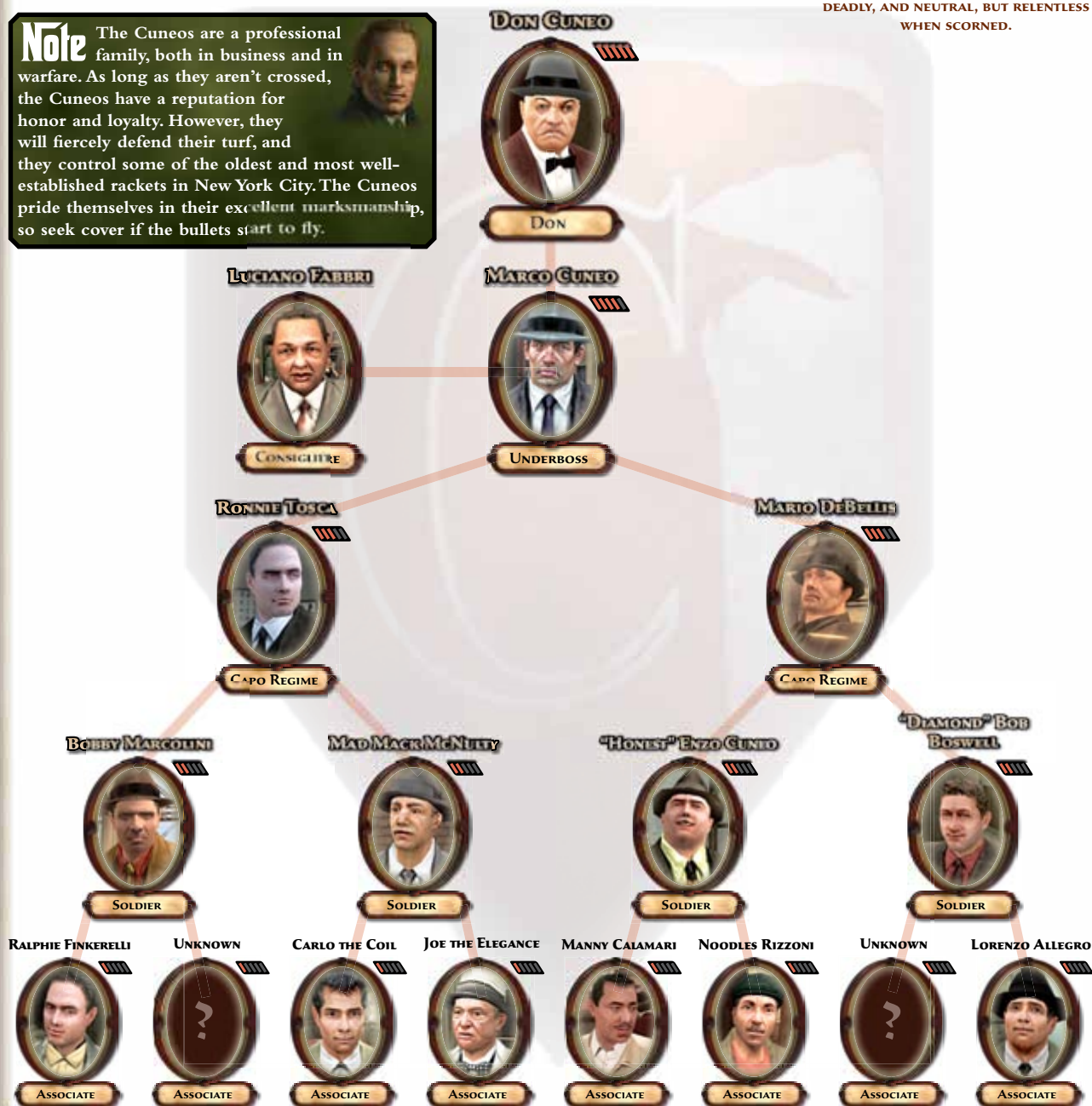
THE CUNEOS

The Cuneos are weapon masters, and they take great pride in their expertise and the rackets they run throughout the Hell's Kitchen area. A fine firearm should always be partnered with a fine cigar, and cigars are the second illegal activity they have scattered throughout the city. They cut the tongues from the heads of those who would think anything other than milk is stored at their warehouse company. Oddly, the smell of milk doesn't hang in the air.... The Cuneos think of themselves as "warrior princes" of ancient Sicily. They are noble and skilled, and their initial neutrality means they mind their own business (literally). When you decide to move against the Cuneos, be prepared to take your life in your hands; they are relentless and selfless when they hunt you down. Their kingdom is a desperate hole known as Hell's Kitchen. It's a depressing collection of back-streets, doss houses, slums, and dirty alleys. Burned-out warehouses, shells of businesses, and shady hotels all jostle for position, almost on top of each other. But the Cuneos also own territory across the city; because of their diverse location, it is easy to accidentally trigger a mob war with them that you hadn't intended.



CUNEO GANGSTERS ARE FIGHTERS WHO ARE COMBATIVE, SKILLED, HONORABLE, DEADLY, AND NEUTRAL, BUT RELENTLESS WHEN SCORNE.

Note The Cuneos are a professional family, both in business and in warfare. As long as they aren't crossed, the Cuneos have a reputation for honor and loyalty. However, they will fiercely defend their turf, and they control some of the oldest and most well-established rackets in New York City. The Cuneos pride themselves in their excellent marksmanship, so seek cover if the bullets start to fly.



THE BARZINIS



BARZINI GANGSTERS ARE SMOOTH, TREACHEROUS, CHARISMATIC, CLASSY, AND DECEPTIVE; THEY'RE LEADERS WITH A PERSUASIVE AND EVIL STREAK.

Outwardly, the Barzinis are friendly and charismatic—partly because of their influential Don, who is said to control the actions of more than one Family—but also because of their rich, inviting, and glamorous lifestyle. Their businesses are seemingly classy, their fronts are immaculate, and their soldiers are the best organized and most powerful. Befitting their stature in the community, they manage exotic car and diamond rackets that are as exclusive as they are well-hidden. Don Emilio Barzini is a charismatic figurehead, with direct influence over movie producers, the police, and the FBI. Some see the Barzinis as the real puppet-masters who use other Families to do their bidding. The Barzinis have made massive strides into the area known as Midtown. This is a higher class but closed society, and common gangsters are obvious here, and at risk. Hiding their true potential in the shadow of mankind's premiere architectural achievements means the Barzinis can quietly continue to pull the puppet strings.

EMILIO BARZINI



DON

DOMENICO MAZZA



CONSIGLIERE

EMILIO BARZINI JR.



UNDERBOSS

PIETRO TESTA



CAPO REGIME

BIG BOBBY TORO



CAPO REGIME

"CRAZY HORSE" VALLI



SOLDIER

JOE VENTURA



SOLDIER

SONNY BOY GRANZELLA



SOLDIER

"SONGBIRD" FINCH



SOLDIER

UNKNOWN



ASSOCIATE

UNKNOWN



ASSOCIATE

UNKNOWN



ASSOCIATE

UNKNOWN



ASSOCIATE

JOHNNY MUSSOLLINI



ASSOCIATE

UNKNOWN



ASSOCIATE

CARMINE BARZINI



ASSOCIATE

FRANCESCO BARZINI



ASSOCIATE

Note The Barzinis are the hardest family to fight in the game. They are well-funded, and control some of the most lucrative businesses in the state—both legal and otherwise. The Barzinis use their influence to manipulate judges and police chiefs, which gives them the legal protection they need to run their brothels and diamond smuggling rackets. A Barzini will fight to the death with his last ounce of strength.

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THE CORLEONES

A once-powerful crime Family was created by three Italian immigrants in the first half of the 20th century—Don Vito Corleone, Peter Clemenza, and Salvatore Tessio. The Corleones' business operations are run from the Genco Olive Oil Import Company (named after the Don's first consigliere, Genco Abbandando), and their methods of extorting local businesses was the model system for decades. The Corleones thrive on their wits and brutal nature, and the Godfather, Don Vito, still commands tremendous respect. However, the Family has fought incursions from rival operatives, and now owns only a tiny selection of businesses, although they are currently looking to expand into Las Vegas. The Corleones' operations are based in central Manhattan, in Little Italy, and are troubled by increasingly daring raids by the Tattaglias in Brooklyn. Little Italy has streets of moderately poor local shops run by well-established Families. It is against this backdrop that the Corleone creed was developed: Loyalty and reward to those in their service, but a sudden and violent response to a traitor.



CORLEONE GANGSTERS ARE QUICK-WITTED BUT SLOW TO REACT, MOSTLY LOYAL AND RESPECTFUL, BUT UNDER PRESSURE BY THE OTHER FAMILIES.



MEET AND GREET THE CORLEONES

DON VITO CORLEONE

Born Vito Andolini in Corleone, Sicily, in 1892, Vito had a rough childhood. In 1901, his father was murdered by mob boss Don Francesco Ciccio, and his older brother Paolo was killed at his father's funeral. Fearing her only remaining son would be next, Vito's mother Signora pleaded with Ciccio to spare him. He refused, and Signora held a knife to the chieftain's throat, screaming at Vito to escape. He managed to flee to America, and was renamed Vito Corleone on Ellis Island.



Vito was adopted by the Abbando Family, and befriended Genco Abbando, the son of his new parents. With Peter Clemenza and Salvatore Tessio, the four began the Genco Olive Oil business. Vito also learned survival skills, and committed his first murder in 1919, slaying the neighborhood Don.

Despite being the overseer of a chain of rackets based on bootlegging and gambling, Don Vito has the reputation for being kind and gentle, and according to local business owners, lives by a strict code of loyalty to his friends, and most importantly, his Family.

MICHAEL CORLEONE

Born in 1920, Michael Corleone is the youngest of Don Vito's three children. Michael enlisted and fought in World War II, returning home a decorated war hero; he earned the Silver Star for bravery. Recently discharged with a captain's rank, Michael enrolled at the Ivy League Dartmouth College, but he returned home after the attempted murder of his father, volunteering to settle the score. He currently has a longtime girlfriend called Kay Adams and is seen by many as a force to be reckoned with.



SANTINO "SONNY" CORLEONE

Born in 1916, Santino is the most impulsive and violent of the Don Vito's three sons, and the most involved in criminal activity for the Family. Vito blamed himself for this wild streak, as he let his 11-year-old son watch him murder a rival. Sonny has a softer side too; he took in a homeless boy called Tom Hagen. Now married, Sonny is a womanizer and has dallied with a number of beautiful women, the most recent and serious of which is Lucy Mancini, a friend of his sister, Connie. The mistress is currently expecting a child, Vincent "Vinnie" Mancini-Corleone.



TOM HAGEN

An orphan living on the streets by the age of 11, this son of unknown Irish immigrants was found and adopted by Sonny Corleone, who took him home and saw that his Family looked after him. Don Vito agreed to this act of kindness, but never formally adopted him, as he believed this an act of disrespect to Tom's biological parents. Hagen, however, thinks of Don Vito as his real father. Tom idolizes Sonny, but worries about his brash nature. Hagen graduated law school and offered to work as consigliere to Don Vito after the death of Genco Abbando.



FREDO CORLEONE

Born in 1919 a weak and sickly child, and suffering throughout his childhood, Fredo is the middle son of Vito and Carmella Corleone. In elementary school, he often became aggressive, until he became a bully victim of his own older brother, Santino. Unlike Sonny, Fredo is considered easy-going, tender, and pleasant—weaknesses in the mob world. He lives at the compound and takes care of his Family. During the day, he acts as a bodyguard and every other day he drives Don Vito to work at the Genco Olive Oil Import Company, a job he shares with Paulie Gatto.



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PETER CLEMENZA

Clemenza is one of two capo regimes in the Corleone Family (the other being Salvatore Tessio). Clemenza got his start selling stolen goods such as dresses and guns with Vito Corleone and Sal Tessio as far back as 1917, after immigrating from the old country. Seen as one of the more approachable members of the Family, Clemenza has two soldiers and four associates to help him. Currently, Clemenza lives across the river in Brooklyn.



SALVATORE TESSIO

As Don Vito Corleone rose to prominence in the Mafia underworld, Tessio and Clemenza rose with him, eventually settling into the “capo” role. Tessio owns the Embassy Club in Brooklyn and makes it his base of operations. From there, he manages his Mafia soldiers and is very well-connected throughout the borough. However, he has connections throughout New York City and his contacts reach far and wide. Most federal investigators consider Tessio the smarter and savvier mobster of the two capos.



LUCA BRASI

Luca Brasi is a local Little Italy gangster known to the Corleone Family. His perceived slow wits are taken as a sign of weakness, but Brasi’s powerful frame means he is both feared and respected. Fluent in Italian and able to handle himself in almost any combat situation, Brasi is fiercely loyal to Don Vito.



MARTIN “MONK” MALONE

Martin goes by “Marty,” but his friends call him “Monk.” He’s a lumbering force ideally suited to the tasks his boss—Peter Clemenza—requests him for. He’s very close to his sister, Frances. Monk is pals with Paulie Gatto. He’s also currently dating a woman named “Crazy” Jane.



FRANCES “FRANKIE” MALONE

Red-haired and sassy, Frances Malone is Monk’s younger sister, but she goes by “Frankie” because it’s what her ailing father calls her. She spends most nights looking after her father and isn’t involved in Monk’s more nefarious activities. She’s smart, beautiful, and a real handful to be sure.



PAULIE GATTO

Gatto is one of Clemenza’s crew, but he alternates chauffeur duties with Fredo Corleone, ferrying Don Vito to and from the Genco Olive Oil Import Company. He has a cruel temperament and is ready to sneer and complain just as quickly as congratulate. Clemenza isn’t sure he can completely trust him. Gatto is backed up by Monk Malone.



AL NERI

Neri is one of Michael Corleone’s enforcers. Michael trusts him implicitly and gives him a number of important tasks to accomplish. He was part of the Corleone crew on a visit to Las Vegas. Currently, Neri is in charge of hotel security for the Family.



ROCCO LAMPONE

A favored henchman of Michael Corleone, Lampone isn’t the sharpest tool in the shed, but he’s the bluntest. This doesn’t make for good conversation, but when a job needs doing with just the right amount of violent brutality, Lampone is called upon.



WILLY CICCİ

This thin and gaunt bodyguard takes orders from Michael, despite being part of Sal Tessio’s crew. Cicci has a strange nasal tone to his voice, but his actions speak louder. He’s a faithful retainer and surprisingly powerful for his frame.



How to Use This City Tour

NEIGHBORHOOD TOURS

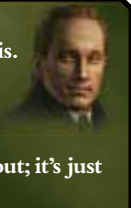
The first five sections are a tour of each neighborhood. They are divided into the following:

- BUSINESSES AND RACKETS:** Every business that can be extorted is shown in alphabetical order.

Note These businesses do not currently pay a tribute to the Corleone Family and should be extorted. Some also contain a racket in a back room, upstairs level, or basement. Take over all these locations, and be sure to blow any safes you see.



Note The order of Family difficulty is the Tattaglias, Straccis, Cuneos, and Barzini. Therefore, a Cuneo-owned business marked "Easy" is more difficult than a "Medium" or "Hard" Tattaglia venue. The difficulty for proprietors or racket bosses is the same throughout; it's just more difficult to reach a Barzini Racket Boss.



SIGN: THE NEON SIGN ABOVE THE DOOR IS SHOWN, ALONG WITH AN EXTERIOR PICTURE OF THE BUSINESS.

ID NUMBER: THIS IS AN IDENTIFICATION THE FBI USES FOR EACH RESIDENCE IN THE CITY.

MAP SECTOR: USE THIS TO CROSS-REFERENCE THE EXACT SPOT OF THE BUILDING.

CONTROLLING FAMILY: THIS SHOWS YOU WHICH RIVAL CLAN THE BUSINESS OWNER OR RACKET BOSS PAYS.

DIFFICULTY: THIS SHOWS HOW EASY IT IS TO EXTORT FROM A PROPRIETOR OR RACKET BOSS.

VENUE VALUE: THE MORE "\$"S SHOWN (FROM 1 TO 5), THE GREATER THE PAYOUT (AND DIFFICULTY) WHEN TAKING OVER THIS VENUE.

MISSIONS: THIS SHOWS WHETHER THE VENUE IS USED DURING THE CAMPAIGN WALKTHROUGH.

PRIMARY AND SECONDARY USE: THIS SHOWS THE VENUE'S USE, INCLUDING THE MAIN BUSINESS, ANY RACKET, AND IF THE PLACE IS A SAFEHOUSE.

PROPRIETOR OR RACKET BOSS: THE PERSON YOU'LL BE SHAKING DOWN IS PICTURED.

PREFERRED EXTORTION TACTICS: THIS SHOWS THE PROPRIETOR'S OR RACKET BOSS'S WEAKNESSES. REFER TO THE "TRAINING" SECTION FOR THE EXACT TECHNIQUES TO TRY.

BREAKING POINT: WHEN THEY AGREE TO PAY.

BOILING POINT: WHEN YOU PUSH THEM TOO FAR AND EXTORTION FAILS.

MIN/MAX PAYOUT: WHAT YOU CAN EXTORT BETWEEN THE BREAKING AND BOILING POINTS.

WITH P.E.T. (PREFERRED EXTORTION TACTICS): WHAT YOU CAN EXTORT BETWEEN BREAKING AND BOILING POINTS ONCE THE WEAK SPOT IS FOUND.

"NO PRESSURE" LEVEL: THE MINIMUM LEVEL YOUR CHARACTER NEEDS TO BE BEFORE HE CAN JUST WALK IN, TALK TO THE PROPRIETOR, AND RECEIVE THE BUSINESS CUT WITHOUT NEGOTIATION OR COMBAT.

BUYOUT PRICE: THE PRICE THE RACKET BOSS IS WILLING TO TAKE SO YOU CAN OWN THE RACKET AND RECEIVE THE MAXIMUM CUT.

SAFE: IF THE PLACE HAS A SAFE TO CRACK, BE SURE YOU DON'T MISS IT!

HISTORY: A COMPLETE HISTORY OF EACH ESTABLISHMENT IS GIVEN.

- WAREHOUSES AND TRANSPORT HUBS:** Exactly the same information is given for all the warehouses and hubs in the neighborhood.
- SAFEHOUSES:** This shows the neighborhood safehouses, their ID number, location, items to find inside, and how much a room costs.
- CORLEONE-OWNED BUSINESSES:** Any friendly venues are shown. Expect help if you flee here.
- COMPOUNDS:** The neighborhood compound is shown, with its ID number, map sector, cross streets, controlling Family, missions, use, and history.
- MUNICIPAL BUILDINGS:** All the police stations, banks, hospitals, clinics, and churches receive their own information box.
- LANDMARKS:** Every landmark in the neighborhood is given a name and an ID number. You cannot enter these; just use them as reference points when negotiating the streets.
- BLACK MARKET MERCHANTS:** This lists the map sector and items sold for every black market merchant in the area.
- FBI AGENT:** Where the agent is holed up, the map sector, and his costs.
- MISCELLANEOUS OCCURRENCES:** This shows the location of every ambush, execution, Family fight, and stolen shipment.
- FILM REELS:** This reveals every film reel location.

OTHER BUSINESS

The next section is devoted to exploiting general areas of the city.

- HEISTING BANKS:** Plans to heist both types of bank are shown.
- ALL OF THE RACKET CHAINS** (a series of rackets of the same kind) are shown across the city.
- TAKING DOWN A WAREHOUSE AND HUB:** Complete tactics for the three types of warehouses/hubs, and how to defeat the enemies inside.
- ROADBLOCK TACTICS:** How to defeat the blockades near warehouses and compounds.
- TAKING DOWN THE FOUR COMPOUNDS,** starting with what to expect outside each one, followed by tactics for destroying both compound buildings.

Map Legend

	Corleone		Church		Molotov
	Stracci		Bank		Dynamite
	Cuneo		Landmark		Bomb
	Barzini		Film Reel		Revolver
	Tattaglia		FBI Agent/ G-man		Pistol
	Safehouse		Ambush		Magnum
	Police Station		Family Fight/ Fight Club		Tommy Gun
	Clinic/ Dr. Office/ Health		Stolen Shipment		Shotgun
	Hospital		Execution		Weapon Upgrade 1
			Weapon Upgrade 2		

* - Family Threat Zone ** - Police Threat Zone

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A Tour of Little Italy



A BRIEF HISTORY OF LITTLE ITALY

A flood of Italian immigrants in the latter part of the 19th century settled in a neighborhood that officially stretches from Lafayette Street to Bowery Street, and Houston Street to Canal Street. The area was famed for its local shops boasting the best Italian bakeries and restaurants, but by the time of the great depression and World War II, it was plagued by an increasing number of gangster-types trading illicit wares from crumbling basements and darkened, oppressive back alleys. The flavor of Little Italy has currently turned a little sour, and although there are plenty of businesses here, the feeling of oppression looms.

Please note that one warehouse and a number of items and merchants reside in the series of expressways linking Little Italy to Hell's Kitchen and New Jersey at the Holland Tunnel Plaza. Any important areas in this zone have the suffix "(Loop)" after their name.



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Boolie's Bakery
Bowery Hotel
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DeMantagna's
Emilio's Butcher Shop
Global Trading
Grand News
Harry's Bar
Hotel Alioto
Primola
St. Martin Hotel
Sammy's
Sicilian Imports
Smoke Signals
Trapani's Bakery
Va Va Voom Room

Warehouses & Transport Hubs

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Municipal Buildings

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Black Market Merchants

FBI Agents

Misc. Occurrences

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BUSINESSES AND RACKETS

AREZZO SEAFOOD



PROPRIETOR
ALFREDO AREZZO

HISTORY
Billy Delveccio practically wants to give away his link in the Tattaglia liquor chain. Just walk in and ask and he'll probably hand it over. Old fishmonger Alfredo won't be any trouble, but keep an eye out for police or gang activity outside.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 343
MAP SECTOR: S 14
CROSS STREETS: ALLEN STREET AND ELDRIDGE STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (LIQUOR RACKET)
SECONDARY USE: FISHMONGER

PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET
BOSS DIFFICULTY: VERY EASY ●●●●●
PREFERRED EXTORTION TACTICS: THREATENING WITH FIREARMS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 800



RACKET BOSS
BILLY DELVECCIO

RACKET TYPE: LIQUOR
VENUE VALUE: \$\$\$\$

BELLA SICILIANA



PROPRIETOR
DAVI QUEZADO

HISTORY
Nobody really likes Paulie the Peel, not even his own Tattaglia Family. He's certainly tough, but the guys helping him with his small counterfeiting racket are not very loyal. Fabulous restaurant owner Davi might welcome a change of Family loyalty, to get her establishment to really live up to its big Broadway location.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 232
MAP SECTOR: O/P 13
CROSS STREETS: BROADWAY AND EAST HOUSTON STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (COUNTERFEITING RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET
BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: REASONING/INTIMIDATING
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 1,600



RACKET BOSS
PAULIE THE PEEL

RACKET TYPE: COUNTERFEITING
VENUE VALUE: \$\$\$\$

BOOLIE'S BAKERY



PROPRIETOR
"THE BUNS"
BONNARD

HISTORY
Boolie Bonnard may put up a bit of a fight, but this location is a pushover. Downstairs, Ralphie Finkerelli's cigar racket is at the very bottom of the Cuneo "food chain." But be careful when shaking down this establishment because the police station is right across the road.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 307
MAP SECTOR: Q 14
CROSS STREETS: CANAL AND BOWERY STREET
CONTROLLING FAMILY: CUNEO
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (CIGARS RACKET)
SECONDARY USE: BAKERS

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET
BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
RALPHIE FINKERELLI

RACKET TYPE: CIGARS
VENUE VALUE: \$\$\$\$

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

BOWERY HOTEL



PROPRIETOR
"BOWERY" BILL SHIPP

HISTORY

Bowery Bill grew up on the east side and is made of iron; he's one of the most intimidating proprietors in the city, and he isn't about to fold to some punk upstart. His flophouse hotel is not pretty, but it's a great location for mounting an assault on nearby warehouses.

MANDATORY MISSION VISITS
Act 4—MISSION 20: ORDER TO KILL

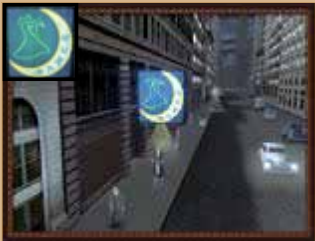


ID NUMBER: 253
MAP SECTOR: S 13
CROSS STREETS: EAST HOUSTON STREET
AND PITT STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●○○
PRIMARY USE: HOTEL
SECONDARY USE: SAFEHOUSE (AFTER
PURCHASE: \$20,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$\$



THE CONTINENTAL



PROPRIETOR
FIZZ ASTAIRE

HISTORY

The fanciest nightclub in Little Italy, and *the* place to go in an evening for a mixture of atmosphere, singing acts, and copious alcohol at reasonable prices. Host Fizz Astaire is always game for a laugh. The Cuneos are so proud of this club that they refused to run any illegal rackets out of it.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 354
MAP SECTOR: P 15
CROSS STREETS: CANAL STREET
AND BROADWAY
CONTROLLING FAMILY: CUNEO
DIFFICULTY: MEDIUM ●●○○○
PRIMARY USE: NIGHTCLUB
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26
VENUE VALUE: \$\$\$\$\$



DeMANTAGNA'S BARBERSHOP



PROPRIETOR
DINO DeMANTAGNA

HISTORY

Dino is big with the stories of old Napoli; it's a shame that all his customers are from Sicily. Any Tattaglias looking after this barbershop are probably keeping one eye on DeMantagna, and one eye on the streets outside—there's a rumor that Dino would appreciate an intervention by the Corleones.

MANDATORY MISSION VISITS
Act 1—MISSION 5: THE DON IS DEAD



ID NUMBER: 368
MAP SECTOR: Q 14
CROSS STREETS: GRAND STREET AND
MOTT STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: VERY EASY ●○○○○
PRIMARY USE: BARBERS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 9
VENUE VALUE: \$\$\$\$\$



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EMILIO'S BUTCHER SHOP



PROPRIETOR
EMILIO BRUNETTI

ID NUMBER: 302
MAP SECTOR: Q 14
CROSS STREETS: HESTER STREET AND MOTT STREET
CONTROLLING FAMILY: TATAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (GAMBLING RACKET)
SECONDARY USE: BUTCHERS

PREFERRED EXTORTION TACTICS: ANY;
HAND-TO-HAND STRIKES
BREAKING POINT: 35
BOILING POINT: 85
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 20

HISTORY

Old Emilio used to run a nice clean Family butcher shop here, but he fell under the threatening hand of Tattaglia Frankie "The Flush" Ferneti, and his pathetically disorganized gambling operation that takes up far too much real estate upstairs.

MANDATORY MISSION VISITS
PROLOGUE—MISSION 2: THE ENFORCER



SAFE
CRACK IT!



RACKET BOSS
FRANKIE "THE FLUSH" FERNETI

RACKET

BOSS DIFFICULTY: VERY EASY ●●●●●
PREFERRED EXTORTION TACTICS: USING MELEE ATTACKS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 800



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$\$

GLOBAL TRADING COMPANY



PROPRIETOR
MOOSE T. GAMILLE

ID NUMBER: 282
MAP SECTOR: P 13
CROSS STREETS: PRINCE STREET AND CENTER STREET
CONTROLLING FAMILY: TATAGLIA
DIFFICULTY: VERY EASY ●●●●●
PRIMARY USE: BUSINESS (LIQUOR RACKET)
SECONDARY USE: IMPORTER (ITALIAN GOODS AND TOBACCO)

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 20
BOILING POINT: 90
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 12

HISTORY

This is one of the two Global Trading locations (the other is in Brooklyn), and both are involved in the Tattaglia liquor racket. This one is a pushover. Mario "the Mangler" Martino certainly does not live up to his intimidating nickname; the term "mangler" stems from his very firm handshake, not his fighting prowess.

MANDATORY MISSION VISITS
NONE



SAFE
CRACK IT!



RACKET BOSS
MARIO "THE MANGLER" MARTINO

RACKET

BOSS DIFFICULTY: VERY EASY ●●●●●
PREFERRED EXTORTION TACTICS: THROWS, SLAMS, AND LEANS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 800



RACKET TYPE: LIQUOR
VENUE VALUE: \$\$\$\$\$

GRAND NEWS



PROPRIETOR
NORM FELICHELLI

ID NUMBER: 338
MAP SECTOR: Q 13
CROSS STREETS: GRAND STREET AND MULBERRY STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: VERY EASY ●●●●●
PRIMARY USE: NEWSSTAND
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 9
VENUE VALUE: \$\$\$\$\$

HISTORY

Norm officially runs the smallest business in the New York City area; it is so compact, it's hardly worth taking over. Still, moving your own Corleone guys in there might help you to keep an eye on the nearby safehouse (Grand Apartments) you own.

MANDATORY MISSION VISITS
NONE



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

HARRY'S BAR



PROPRIETOR
HARRY PARAMOUR

HISTORY

This sleazy dive over on the East Side is in an area of much gang activity. The gruff bartender Harry Paramour hosts a number of low-level Tattaglia thugs. Downstairs, sleazy cardshark Bingo Bartelli runs a small gambling operation.

MANDATORY MISSION VISITS
NONE



RACKET



RACKET BOSS
"BINGO" BARTELLI

ID NUMBER: 213
MAP SECTOR: R 14
CROSS STREETS: GRAND STREET AND ALLEN STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (GAMBLING RACKET)
SECONDARY USE: BAR

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: REASONING/
INTIMIDATING
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600

RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$\$

HOTEL ALIOTO



PROPRIETOR
FRANKLYN "FEELY" ALIOTO

HISTORY

The Alioto Family are one of the big west coast clans who have buddied up with the Straccis in a joint partnership. Emilio "Aces" Alioto and his little brother Feely are trying to boost their gambling game with a view to maybe striking out on their own on the east coast.

MANDATORY MISSION VISITS
NONE



RACKET



RACKET BOSS
EMILIO "ACES" ALIOTO

ID NUMBER: 068
MAP SECTOR: O 17
CROSS STREETS: BARCLAY STREET AND CHURCH STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (GAMBLING RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE (AFTER PURCHASE: \$40,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: USING MELEE
ATTACKS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400

RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$\$

PRIMOLA



PROPRIETOR
ALBERTO CUNEO JUNIOR

HISTORY

The Cuneos have quietly worked their way into this hot little corner of the East Side, although they are clearly out of their depth. Cuneo second cousin Alberto Junior and the inappropriately named "Big Time" Bobby Cappalinni can barely manage their little corner of the Cuneo cigar racket.

MANDATORY MISSION VISITS
NONE



RACKET



RACKET BOSS
BOBBIE CAPPALINNI

ID NUMBER: 323
MAP SECTOR: S 14
CROSS STREETS: ALLEN STREET AND ELDRIDGE STREET
CONTROLLING FAMILY: CUNEO
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (CIGARS RACKET)
SECONDARY USE: GROCERY

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: THROWS, SLAMS,
AND LEANS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600

RACKET TYPE: CIGARS
VENUE VALUE: \$\$\$\$\$

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SAINT MARTIN HOTEL



PROPRIETOR
BIRDIE NIGHTINGALE

ID NUMBER: 252
MAP SECTOR: O/P 13
CROSS STREETS: BROOME STREET AND BROADWAY
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (GAMBLING RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE (AFTER PURCHASE: \$15,000)

PREFERRED EXTORTION TACTICS: THREATENING INNOCENTS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

HISTORY

Birdie's a hard-working woman, but sweet girl that she is, she isn't cut out to thrive in this cutthroat environment. Rocky Della Barca's gambling operation upstairs is a different story. Despite his affiliation with the weaker Tattaglias, this is a well-guarded joint.

MANDATORY MISSION VISITS
Hit 4: FREDDIE NOBILE



SAFE
CRACK IT!

RACKET

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: USING MELEE ATTACKS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
ROCKY DELLA BARCA



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$\$

SAMMY'S



PROPRIETOR
SAMMY "THE BULL" GRAZIANO

ID NUMBER: 353
MAP SECTOR: Q 15
CROSS STREETS: DOYES STREET AND BOWERY STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (BROTHELS RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

HISTORY

Sammy "The Bull" Graziano is one of the last of the big time hustlers, and he could be a considerable asset to the Corleones if he hadn't been swayed by those filthy Tattaglias. Ironically, Graziano wouldn't need to worry about protection if only he knew how weak Giancarlo "Sweets" Maldini really was....

MANDATORY MISSION VISITS
NONE



SAFE
CRACK IT!

RACKET

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 1,600



RACKET BOSS
"SWEETS" MALDINI



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$\$

SICILIAN IMPORTS INCORPORATED



PROPRIETOR
DARIO STRACCI

ID NUMBER: 292
MAP SECTOR: Q 12
CROSS STREETS: ALLEYWAY (LEADING TO EAST HOUSTON STREET) OFF FOURTH AVENUE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: EASY ●●●●●
PRIMARY USE: IMPORTER: ITALIAN GOODS AND TOBACCO PRODUCTS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS: PROPERTY DAMAGE
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18
VENUE VALUE: \$\$\$\$\$

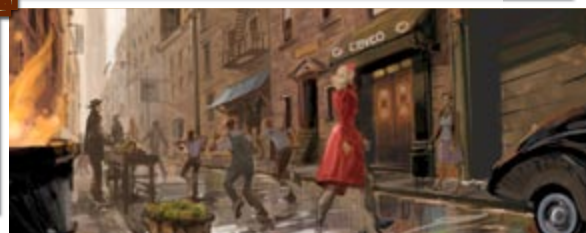
HISTORY

Dario Stracci is an outcast from the Stracci Family, and he's going it alone. Worse, he's aligned himself with the local cops and is fronting them for their late night shenanigans and unofficial police activity. Dario's future looks increasingly bleak.

MANDATORY MISSION VISITS
ACT 1—MISSION 9: FIREWORKS



SAFE
CRACK IT!



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

SMOKE SIGNALS



PROPRIETOR
"FAST" FRANKIE BERBERI

HISTORY

Frankie Berberi is a smooth operator, and his cigars are, as one of our fellow associates was quick to point out, "outta this world." With Manny Calamari in tow, these two run their little corner of Little Italy quietly and efficiently. They aren't looking for trouble, but they're prepared to defend their little piece of the Big Apple.

MANDATORY MISSION VISITS

NONE



ID NUMBER: 283
MAP SECTOR: P 14
CROSS STREETS: CANAL AND
BOWERY STREET
CONTROLLING FAMILY: CUNEO
DIFFICULTY: MEDIUM ●●●○○○
PRIMARY USE: BUSINESS (CIGARS
RACKET)
SECONDARY USE: SMOKE SHOP

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

BOSS DIFFICULTY: MEDIUM ●●●○○○
PREFERRED EXTORTION TACTICS: THROWS, SLAMS,
AND LEANS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
MANNY CALAMARI



TRAPANI'S BAKERY



PROPRIETOR
MAMMA SCARPONI

HISTORY

Emilio Barzini sold this Family bakery to the Straccis, to distance himself from the scandal surrounding the death of Johnny Trapani back in the 1930s. Johnny Trapani was a proud man and a pillar of the community. He was your father.

MANDATORY MISSION VISITS

PROLOGUE—MISSION 0: FATHER'S DAY, HIT 7: LEON GROSSI



ID NUMBER: 267
MAP SECTOR: P 15
CROSS STREETS: CANAL STREET AND
MOTT STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: EASY ●●○○○○
PRIMARY USE: BAKERY
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18
VENUE VALUE: \$\$\$\$\$



VA VA VOOM ROOM



PROPRIETOR
VIANI BARZINI

HISTORY

This hot little nightclub is a favorite spot for Monk Malone, who likes the girls in this part of town. Although Viani is a Barzini, she's got the hots for Monk, and so her loyalty is divided. This establishment also sees its fare share of Cuneos too; it seems both Families may see this as an area for a temporary truce.

MANDATORY MISSION VISITS

ACT 4—MISSION 20: ORDER TO KILL



ID NUMBER: 355
MAP SECTOR: O 16
CROSS STREETS: DUANNE STREET AND
WEST STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: MEDIUM ●●○○○○
PRIMARY USE: NIGHTCLUB
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 40
BOILING POINT: 60
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 23
VENUE VALUE: \$\$\$\$\$



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The Falconite
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Genco Olive Oil Import Company
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WAREHOUSES & TRANSPORT HUBS

CHINWARE WAREHOUSE



PROPRIETOR/BOSS
LUIGI "HANDS" BONETTI

HISTORY
Luigi "Hands" Bonetti is the man in charge of this pathetically ramshackle warehouse operation—for the Tattaglia liquor operation that runs between Little Italy and Brooklyn. If the Tattaglias were more organized, and senior Family members knew just how incompetent Bonetti was, they'd replace him immediately.



MANDATORY MISSION VISITS
NONE



RACKET TYPE: LIQUOR
VENUE VALUE: \$\$\$\$

ID NUMBER: 088
MAP SECTOR: S 13
CROSS STREETS: RIVINGTON
STREET AND PITT STREET
CONTROLLING FAMILY: TATTAGLIA

DIFFICULTY: EASY ●●●●●
PRIMARY USE: WAREHOUSE
(LIQUOR RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 30
BOILING POINT: 60

RACKET

MINIMUM PAYOUT: 1,000
MAXIMUM PAYOUT: 4,000
MIN. PAYOUT w/ P.E.T.: 1,250
MAX. PAYOUT w/ P.E.T.: 5,000
BUYOUT PRICE: 8,000

ITALIA WAREHOUSE



PROPRIETOR/BOSS
JOHNNY DONATELLO

HISTORY
Johnny Donatello quietly moved his Stracci warehouse operation from New Jersey to Little Italy, and no one has noticed...yet. Stracci gold is now flowing in and out of the Little Italy neighborhood as Donatello prepares for his inevitable discovery.



MANDATORY MISSION VISITS
NONE



RACKET TYPE: GOLD
VENUE VALUE: \$\$\$\$

ID NUMBER: 092
MAP SECTOR: R 15
CROSS STREETS: MADISON STREET
AND MARKET STREET
CONTROLLING FAMILY: STRACCI

DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: WAREHOUSE
(GOLD RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 45
BOILING POINT: 70

RACKET

MINIMUM PAYOUT: 2,000
MAXIMUM PAYOUT: 8,000
MIN. PAYOUT w/ P.E.T.: 2,500
MAX. PAYOUT w/ P.E.T.: 10,000
BUYOUT PRICE: 16,000

LIPARI WAREHOUSE (LOOP)



PROPRIETOR/BOSS
BOBBY "BLING BLING" BARETTA

HISTORY
Bobby Baretta has no idea why he's called "Bling Bling," but it might be because of his strange speech impediment. This warehouse is a tough nut to crack and is in one of the most distant parts of Little Italy, far away from the roving eye of the police.



MANDATORY MISSION VISITS
NONE



RACKET TYPE: WEAPONS
VENUE VALUE: \$\$\$\$

ID NUMBER: 442
MAP SECTOR: I 17
CROSS STREETS: BANK STREET
AND CLARKSON STREET
CONTROLLING FAMILY: CUNEO

DIFFICULTY: HARD ●●●●●
PRIMARY USE: WAREHOUSE
(WEAPONS RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 60
BOILING POINT: 80

RACKET

MINIMUM PAYOUT: 3,500
MAXIMUM PAYOUT: 14,000
MIN. PAYOUT w/ P.E.T.: 4,375
MAX. PAYOUT w/ P.E.T.: 17,500
BUYOUT PRICE: 28,000

VERONA WAREHOUSE



PROPRIETOR/BOSS
SQUEEGIE MCNEESE

HISTORY
Squeegie runs one of the toughest locations in the Tattaglia "empire"—a counterfeit racket warehouse west of Little Italy. There's nothing much around it, just the mean streets and a well-orchestrated defensive set-up. One reason for this operation's success is its proximity to peace and quiet.



MANDATORY MISSION VISITS
NONE



RACKET TYPE: COUNTERFEITING
VENUE VALUE: \$\$\$\$

ID NUMBER: 087
MAP SECTOR: O 12
CROSS STREETS: 14TH STREET AND
RIVER ROAD
CONTROLLING FAMILY: TATTAGLIA

DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: WAREHOUSE
(COUNTERFEITING RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS:
REASONING/INTIMIDATING
BREAKING POINT: 45
BOILING POINT: 70

RACKET

MINIMUM PAYOUT: 2,000
MAXIMUM PAYOUT: 8,000
MIN. PAYOUT w/ P.E.T.: 2,500
MAX. PAYOUT w/ P.E.T.: 10,000
BUYOUT PRICE: 16,000

CORLEONE-OWNED BUSINESSES (CANNOT BE EXTORTED)

The following businesses are owned by, or pay a tribute to, the Corleone Family. They usually contain a health bottle and have Corleone gangsters standing outside to help you in a pinch.

BONASERA'S FUNERAL HOME



PROPRIETOR
AMERIGO BONASERA

ID NUMBER: 415
MAP SECTOR: Q 13
CROSS STREETS: PRINCE STREET
AND MOTT STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: UNDERTAKER
SECONDARY USE: NONE
VENUE VALUE: \$\$\$\$\$



HISTORY

This is a funeral home owned by Amerigo Bonasera and his beautiful daughter, Maria. The Corleones have all their fallen soldiers and associates embalmed and treated by Amerigo, and buried in the graveyard of the adjacent church, Old St. Pat's. Amerigo has recently visited Don Vito Corleone, as he becomes increasingly distressed over the young men his daughter has been courting.

MANDATORY MISSION VISITS
PROLOGUE—MISSION 3: A GRAVE SITUATION

THE FALCONITE



PROPRIETOR
DON VITO CORLEONE

ID NUMBER: 067
MAP SECTOR: P 15
CROSS STREETS: CANAL
STREET AND ALLEYWAY OFF
MULBERRY STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: SOCIAL CLUB
SECONDARY USE: NIGHTCLUB
VENUE VALUE: \$\$\$\$\$



HISTORY

The Corleone's social club is an excellent place to find out the latest happenings with the Family. You'll meet nearly all the well-known Corleones here at one time or another. This is a great place to launch a truck takedown or take over a nearby business, with the welcome help of the associates outside.

MANDATORY MISSION VISITS
PROLOGUE—MISSION 3: A GRAVE SITUATION, ACT 1—
MISSION 6: WELCOME TO THE KINGDOM, ACT 1—MISSION 7:
INTENSIVE CARE, ACT 3—CEREMONY 3: THE INITIATION

GABRIEL VILLA'S QUALITY TAILORING



PROPRIETOR
GABRIEL VILLA

ID NUMBER: 369
MAP SECTOR: P/Q 13
CROSS STREETS: PRINCE STREET
AND MULBERRY STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: TAILORS
SECONDARY USE: NONE
VENUE VALUE: \$\$\$\$\$



HISTORY

This shop deals in only the finest clothes, tailor-made for sharp-dressing Corleones and delicately handcrafted by Argentinean ex-pat Gabriel Villa. The back room of the shop is also used to hold impromptu Corleone meetings.

MANDATORY MISSION VISITS
ACT 1—MISSION 8: RENDEZVOUS 2: INVITATIONS

GENCO OLIVE OIL IMPORT COMPANY



PROPRIETOR
DON VITO CORLEONE

ID NUMBER: 110
MAP SECTOR: Q 14
CROSS STREETS: GRAND STREET
AND MOTT STREET

CONTROLLING FAMILY: NONE
PRIMARY USE: LANDMARK
SECONDARY USE: SOCIAL CLUB



HISTORY

An unimposing little building in the heart of Little Italy, Don Vito Corleone runs most of the "other" business ventures from this location. Although the packing and distribution of olive oil continues, this place is a front for the Family's more nefarious activities. It is always sealed and locked.

MANDATORY MISSION VISITS
NONE

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GRAND APARTMENTS



PROPRIETOR
DON VITO CORLEONE

ID NUMBER: 414
MAP SECTOR: P 14
CROSS STREETS: GRAND STREET
AND CENTER STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: SAFEHOUSE
SECONDARY USE: NONE



HISTORY

This is your first safehouse, gifted to you from Don Vito Corleone through Luca Brasi to get you started on a new career path. It's a small sleazy apartment in Little Italy, although the dancing girls in the adjacent apartment sure know how to have a good time.

MANDATORY MISSION VISITS

PROLOGUE—MISSION 1: THE ALLEY, PROLOGUE—
MISSION 2: THE ENFORCER, ACT 1—MISSION 4:
SLEEPING WITH THE FISHES

MOLSENNI'S



PROPRIETOR
TIGER MOLSENNI

ID NUMBER: 212
MAP SECTOR: Q 13
CROSS STREETS: PRINCE STREET
AND BOWERY STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: BAR
SECONDARY USE: NONE
VENUE VALUE: \$\$\$\$



FIGHT CLUB
BRUISER

HISTORY

This is a home away from home for many Corleones living in Little Italy. Molsenni's establishment is a great place to go to see a friendly Corleone face, and many a police chase has ended with the perp hiding in the upstairs bar. If you're too far from a safehouse and need some help, try knocking on Tiger's door. This establishment also features a bruiser in the upstairs bar, ready to challenge your punching power.

MANDATORY MISSION VISITS

NONE

ROSA'S



PROPRIETOR
ROSA MORELLI



MANAGER
LORINA MORELLI

ID NUMBER: 317
MAP SECTOR: R 12
CROSS STREETS:
ALLEYWAY (LEADING TO
FOURTH AVENUE) OFF
EAST HOUSTON STREET

CONTROLLING FAMILY:
CORLEONE
PRIMARY USE: BUSINESS
(BROTHERS RACKET)
SECONDARY USE: FLORIST



RACKET TYPE: BROTHERS
VENUE VALUE: \$\$\$\$



RACKET BOSS
BARON SATORI

HISTORY

Loyal Corleone associate Rosa Morelli leaves the running of her East Side flower shop to sweet young protégé Lorina. Carl "The Baron" Satori is one of the Corleones' top "procurement" specialists, and he provides muscle in return for reduced "rates."

MANDATORY MISSION VISITS

ACT 1—MISSION 9: FIREWORKS, HIT 14:
GEORGE JOVINO

COMPOUND

THE CORLEONE COMPOUND



PROPRIETOR
DON VITO CORLEONE

ID NUMBER: 033
MAP SECTOR: N 15/16
CROSS STREETS: CORLEONE COURT
AND WASHINGTON STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: COMPOUND
SECONDARY USE: SAFEHOUSE (ACT
4—MISSION 24: CAPO DI TUTTI CAPI)
VENUE VALUE: \$\$\$\$



HISTORY

The base of Corleone operations, it's very central to most of the city and accessible via the Manhattan bridge. The Little Italy Heights location has allowed members to come and go with impunity. Late in your campaign, you are invited to one of the adjoining buildings to stay.

MANDATORY MISSION VISITS

PROLOGUE—CEREMONY 1: THE WEDDING, ACT 1—MISSION 6: WELCOME TO THE KINGDOM, ACT 2—CEREMONY 2: FAMILY AND FRIENDS, ACT 2—MISSION 12: HORSEPLAY, ACT 2—MISSION 13: RENDEZVOUS 4: THE LOVE NEST, ACT 2—MISSION 14: A RECIPE FOR REVENGE, ACT 3—MISSION 17: RENDEZVOUS 5: IT'S A JUNGLE OUT THERE, ACT 3—MISSION 19: CHANGE OF PLANS, ACT 4—CEREMONY 4: MICHAEL'S SECRET ARMY, ACT 4—MISSION 21: RENDEZVOUS 6: PRELUDE, ACT 4—CEREMONY 5: RESPECT, ACT 4—MISSION 24: CAPO DI CAPO TUTTI, HITS: FIRST OF TESSIO'S, HITS: ALL OF CLEMENZA'S, HITS: FIRST OF AL NERI'S

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

MUNICIPAL BUILDINGS

These buildings are either owned by the city or provide a service. You can bribe police at the station and heist banks once per week. Hospitals cannot be entered, but they provide a landmark reference. You can enter clinics and get health bottles. Both hospitals and clinics are buildings you appear in after you've been iced. Churches can be entered.

LITTLE ITALY POLICE STATION



PROPRIETOR
POLICE CHIEF

ID NUMBER: 011
MAP SECTOR: Q 14
CROSS STREETS: HESTER STREET
AND BOWERY STREET
CONTROLLING FAMILY: N/A
PRIMARY USE: POLICE STATION
SECONDARY USE: N/A

MANDATORY MISSION VISITS
ACT 4—MISSION 23: BAPTISM
OF FIRE

=SAVINGS & LOAN BANK=



ID NUMBER: 026
MAP SECTOR: O/P 16
CROSS STREETS: WORTH
STREET AND BROADWAY
DIFFICULTY: VERY
EASY ○○○○○
PRIMARY USE: BANK
SECONDARY USE: N/A
PAYOUT: \$8,000

MANDATORY MISSION VISITS
NONE

DR. HARVEY'S CLINIC



PROPRIETOR
DOCTOR HARVEY

ID NUMBER: 001
MAP SECTOR: Q 13
CROSS STREETS:
PRINCE STREET AND
BOWERY STREET
CONTROLLING FAMILY: CORLEONE
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100

HISTORY

The Corleone Family's doctor offers supposed remedies for inflated prices.

MANDATORY
MISSION VISITS
NONE



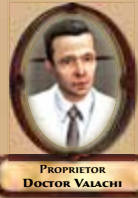
=THE BOWERY BANK=



ID NUMBER: 022
MAP SECTOR: Q 14
CROSS STREETS: GRAND
STREET AND MOTT STREET
DIFFICULTY: VERY
EASY ○○○○○
PRIMARY USE: BANK
SECONDARY USE: N/A
PAYOUT: \$4,000

MANDATORY MISSION VISITS
NONE

DR. VALACHI



PROPRIETOR
DOCTOR VALACHI

ID NUMBER: 371
MAP SECTOR: Q 14
CROSS STREETS:
GRAND STREET AND
BOWERY STREET
CONTROLLING FAMILY: CORLEONE
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100

HISTORY

This office recently opened after Izzy's Pawn Shop burned down, and it hands out suspicious cures for your ailments.

MANDATORY
MISSION VISITS
NONE



=ST. FRANCIS HOSPITAL=



ID NUMBER: 002
MAP SECTOR: Q 12
CROSS STREETS:
BLEECKER STREET AND
MULBERRY STREET
PRIMARY USE: HOSPITAL
SECONDARY USE: N/A
MANDATORY MISSION VISITS
ACT 1—MISSION 7:
INTENSIVE CARE

OLD ST. PATRICK'S CHURCH



ID NUMBER: 037
MAP SECTOR: Q 13
CROSS STREETS: PRINCE
STREET AND MOTT STREET
PRIMARY USE: CHURCH
SECONDARY USE: N/A
EXTORTION AMOUNT: N/A

HISTORY

The Corleone Family comes to worship at this Catholic church, which is conveniently located next to Bonasera's funeral home. Find a health remedy at the confessional. There is also an underground crypt, accessed via a side passage.

MANDATORY MISSION VISITS

PROLOGUE—MISSION 3: A GRAVE SITUATION, ACT 4—MISSION 23: BAPTISM OF FIRE

SAFEHOUSES

The following residences (some of which are listed above or in the Corleone-owned section) are available to purchase at any time.

ID Number	Name	Type of Room	Cost	Weapons Ammunition	Explosives Ammunition
068	Hotel Alioto	Hotel	\$40,000	All 1H and 2H*	None
252	St. Martin Hotel	Hotel	\$15,000	All 1H and 2H	None
253	Bowery Hotel	Hotel	\$20,000	All 1H and 2H	None
414	Grand Apartments	Apartment	Gifted during missions	None	None

* 1H and 2H = One- and two-handed guns

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LANDMARKS

Landmarks are useful only as reference points when traversing the area; they cannot be entered.

CITY HALL  ID NUMBER: 141 MAP SECTOR: P 17 CROSS STREETS: CITY HALL LANE AND BROADWAY	COUNTY COURTHOUSE  ID NUMBER: 140 MAP SECTOR: Q 16 MISSIONS: ACT 4—MISSION 23: BAPTISM OF FIRE CROSS STREETS: WORTH STREET AND FOLEY SQUARE	CRIMINAL COURT BUILDING  ID NUMBER: 132 MAP SECTOR: P 15 CROSS STREETS: WORTH STREET AND LAFAYETTE STREET
HALL OF RECORDS  ID NUMBER: 134 MAP SECTOR: P 16 CROSS STREETS: CHAMBERS STREET AND LAFAYETTE STREET	MANHATTAN BRIDGE (ENTRANCE)  ID NUMBER: 136 MAP SECTOR: R 14 CROSS STREETS: FROM CANAL STREET AND BOWERY STREET	MUNICIPAL BUILDING  ID NUMBER: 135 MAP SECTOR: P 16 MISSIONS: HIT 16: PIETRO TESTA CROSS STREETS: CHAMBERS STREET & LAFAYETTE STREET
NY STATE BUILDING  ID NUMBER: 399 MAP SECTOR: P/Q 15 CROSS STREETS: CENTER STREET AND WORTH STREET	NY POLICE HEADQUARTERS  ID NUMBER: 138 MAP SECTOR: P 13 CROSS STREETS: GRAND STREET AND CENTER STREET	TWEED COURTHOUSE  ID NUMBER: 137 MAP SECTOR: P 16/17 CROSS STREETS: CHAMBERS STREET AND BROADWAY
US COURTHOUSE  ID NUMBER: 107 MAP SECTOR: Q 16 CROSS STREETS: WORTH STREET AND FOLEY SQUARE	WOOLWORTH BUILDING  ID NUMBER: 133 MAP SECTOR: O/P 17 CROSS STREETS: MURRAY STREET AND BROADWAY	

BLACK MARKET MERCHANTS

The following merchants ply their illegal trades throughout this area. The cost of each item is detailed in the "Training" section of this guide.

MERCHANT 1  MERCHANDISE: HEALTH BOTTLE MAP SECTOR: N/O 12	MERCHANT 2  MERCHANDISE: MOLOTOV COCKTAILS MAP SECTOR: N/O 12/13	MERCHANT 3  MERCHANDISE: SHOTGUN MAP SECTOR: R 12	MERCHANT 4  MERCHANDISE: REVOLVER MAP SECTOR: P 13	MERCHANT 5  MERCHANDISE: MAGNUM MAP SECTOR: R 13	MERCHANT 6  MERCHANDISE: DYNAMITE MAP SECTOR: Q 14
MERCHANT 7  MERCHANDISE: SHOTGUN MAP SECTOR: O 14	MERCHANT 8  MERCHANDISE: PISTOL MAP SECTOR: P/Q 14	MERCHANT 9  MERCHANDISE: TOMMY GUN MAP SECTOR: P/Q 15	MERCHANT 10  MERCHANDISE: REVOLVER UPGRADE LEVEL 3 MAP SECTOR: P 16	MERCHANT 11  MERCHANDISE: MOLOTOV COCKTAILS MAP SECTOR: P 17	MERCHANT 12  MERCHANDISE: REVOLVER UPGRADE LEVEL 2 MAP SECTOR: O/P 18
MERCHANT 13  MERCHANDISE: BOMB MAP SECTOR: P/Q 16	MERCHANT 14 (LOOP)  MERCHANDISE: TOMMY GUN MAP SECTOR: L 13	MERCHANT 15 (LOOP)  MERCHANDISE: MAGNUM MAP SECTOR: J 17	MERCHANT 16 (LOOP)  MERCHANDISE: SHOTGUN UPGRADE LEVEL 3 MAP SECTOR: K 17	MERCHANT 17 (LOOP)  MERCHANDISE: HEALTH BOTTLE MAP SECTOR: J 17/18	

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

FBI AGENTS

These agents are crooked and well-hidden. Locate them during a mob war to lower the vendetta rating of the rival Family and win the war.



BRIBE: \$3,000
MAP SECTOR: P/Q 16
CROSS STREETS: FOLEY SQUARE



BRIBE: \$3,000
MAP SECTOR: M 16
CROSS STREETS: WESTSIDE HIGHWAY BRIDGE

MISCELLANEOUS OCCURRENCES

There are often many odd, strange, or dangerous occurrences to stumble upon:

Type	Location	BMM Involved?	Chance (Day)	Chance (Night)	Reward (Min)	Reward (Max)	Description
Ambush	Corner of Christie St. and Prince	Magnum	20%	60%	None	None	Possible ambush after buying some magnum ammo
Ambush	Northern end of the park on Center, White, and Baxter St.	Tommy Gun	20%	60%	None	None	Possible ambush after buying some tommy gun ammo
Ambush	Corner of Lafayette and Chambers St.	Molotov	20%	60%	None	None	Possible ambush after buying Molotovs
Ambush	The circle at the southernmost end of Broadway	Revolver Lvl 2	40%	100%	None	None	Possible ambush after upgrading the revolver
Family Fight	Park between Worth, Court, Lafayette, and Center St.	Revolver Lvl 3	30%	100%	None	None	Possible Family fight after upgrading the revolver
Execution	In the alley on Center, between Canal and Hester St.	N/A	50%	50%	None	None	Rival Family executes an innocent
Execution	In the alley on Lafayette, between Chambers and Park St.	N/A	50%	50%	None	None	Rival Family executes a Corleone
Ambush (Loop)	Underground water works near the corner of Sterner St. and Tucker Ln.	Shotgun Lvl 3	40%	100%	None	None	Possible ambush after upgrading the shotgun

FILM REELS

There are a number of film reels to collect (and a total of 100 across all areas of the city). Find them for 1,000 respect each, plus unlock movies in the Main menu. It isn't necessary to collect them for game completion, however, and they can be collected in any order.

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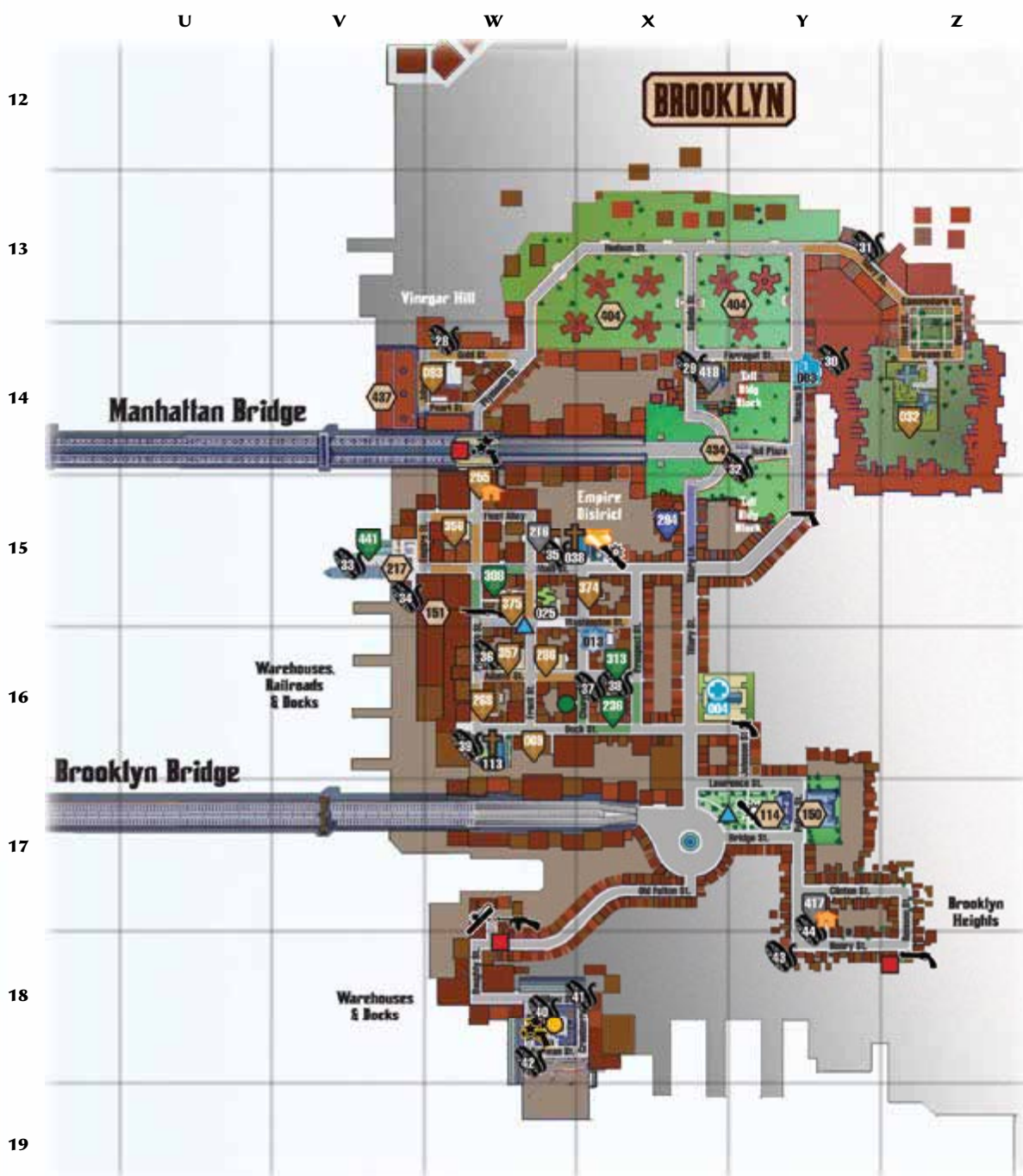
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A Tour of Brooklyn

A BRIEF HISTORY OF BROOKLYN

Brooklyn was first colonized by settlers from Georgia. A proposed railroad never materialized, partly due to funding, but also because of the number of swamps in the area. Many settlers (usually farmers) headed west instead. Established as a town in 1820 after a previous area six miles north was abandoned, it was incorporated as a city in 1834, and the first large wave of Europeans arrived during the 1840s, with a second wave in the 1880s. The Brooklyn Bridge was completed in 1883, and by 1898, the city (which was annexing surrounding towns) comprised more than 1.1 million residents. This ballooned to more than 2.5 million by 1930, and Brooklyn remains one of New York's most populous boroughs. It is the home of the "rag-tag" Tattaglias: a loutish and unprofessional but very violent Family of gangsters.



Businesses and Rackets

The Ambassador
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The Full Moon
Global Trading
Liberto's
Michelangelo Salera
Midnight Rosies
Pitkin Garments
Sicilian Goods
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BUSINESSES AND RACKETS

THE AMBASSADOR HOTEL



PROPRIETOR
ALEXANDER DOMINSKI

HISTORY

Effectively the Tattaglia social club, this is one of the centers of the Family's activities in Brooklyn, and it's a tough venue to turn over. Various Tattaglia capos and soldiers are known to hang out here.

MANDATORY MISSION VISITS

ACT 3—MISSION 15: NOW IT'S PERSONAL,
HIT 2: DONNIE MARINELLI



ID NUMBER: 069
MAP SECTOR: W 16
CROSS STREETS: DOCK STREET AND
FRONT STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: HARD ●●●●●
PRIMARY USE: NIGHTCLUB
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$\$



CAFÉ VITALES



PROPRIETOR
JIMMY VITALES

HISTORY

Jimmy Vitals has a rocky relationship with the Barzinis, and he's working to make his famous Brooklyn restaurant independent again. But you don't mess with Johnny Mussolini—he's old-time mean, crazy as a three-legged rabid dog.

MANDATORY MISSION VISITS

NONE



ID NUMBER: 236
MAP SECTOR: X 16
CROSS STREETS: DOCK STREET AND
PROSPECT STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●
PRIMARY USE: BUSINESS (EXOTIC
CARS RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43

RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
JOHNNY MUSSOLINI

RACKET TYPE: EXOTIC CARS
VENUE VALUE: \$\$\$\$\$

THE FULL MOON



PROPRIETOR
KIAN JAMESON

HISTORY

Irish owner Kian Jameson has no real loyalty to the Tattaglia crew that run the liquor racket downstairs, and Bennie Blazes knows this. Although he'll put up very little fight, don't be too surprised if there's a little fire at one of your nightclubs.

MANDATORY MISSION VISITS

NONE



ID NUMBER: 357
MAP SECTOR: W 16
CROSS STREETS: ADAMS STREET AND
FRONT STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (LIQUOR
RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: ANY
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
BENNY BLAZES

RACKET TYPE: LIQUOR
VENUE VALUE: \$\$\$\$\$

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GLOBAL TRADING COMPANY



PROPRIETOR
MOLEY CHRISTENSEN

ID NUMBER: 286
MAP SECTOR: W 16
CROSS STREETS: ADAMS STREET AND FRONT STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: VERY EASY ○○○○○
PRIMARY USE: BUSINESS (LIQUOR RACKET)
SECONDARY USE: SMOKE SHOP

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 9

HISTORY

The sister Global Trading outlet to the one in Little Italy, this one is a bit tougher...but not by much. "Irish" Jack Dougan, when he's sober, tries to keep this liquor racket front running on an even keel. The smoke shop's owner, Moley Christensen, admires the Tattaglias and is therefore seen as a fool.

MANDATORY MISSION VISITS
NONE

SAFE
CRACK IT!

RACKET

BOSS DIFFICULTY: EASY ○○○○○
PREFERRED EXTORTION TACTICS: THROWS, SLAMS, AND LEANS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 800



RACKET BOSS
"IRISH" JACK DOUGAN



RACKET TYPE: LIQUOR
VENUE VALUE: \$\$\$\$\$

LIBERTO'S



PROPRIETOR
LOFTY THE LOAF

ID NUMBER: 308
MAP SECTOR: W 15
CROSS STREETS: MAIN STREET AND PLYMOUTH STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ○○○●●
PRIMARY USE: BUSINESS (DIAMONDS RACKET)
SECONDARY USE: BAKERS

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

HISTORY

Gregor "the Russian" Reisdorfiev is a scary looking fellow. He's pretty tough, but first you have to get past Lofty, who (in the words of his wife) "don't take no crap from no one." Lofty also has his hands in the cookie dough over in Little Italy, owning a bakery there.

MANDATORY MISSION VISITS
NONE

SAFE
CRACK IT!

RACKET

BOSS DIFFICULTY: MEDIUM ○○○●○
PREFERRED EXTORTION TACTICS: ANY
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
GREGOR "THE RUSSIAN" REISDOFIEV



RACKET TYPE: DIAMONDS
VENUE VALUE: \$\$\$\$\$

MICHELANGELO SALERA



PROPRIETOR
MICHELANGELO SALERA

ID NUMBER: 374
MAP SECTOR: X 15
CROSS STREETS: MAIN STREET AND CHURCH STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: VERY EASY ○○○○○
PRIMARY USE: BARBERS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 9
VENUE VALUE: \$\$\$\$\$

HISTORY

Michelangelo specializes in Navy cuts for all the returning sailors, but is known to also keep the Tattaglias trimmed. Maybe he needs to pay more attention to the Corleones....

MANDATORY MISSION VISITS
NONE

SAFE
CRACK IT!



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

MIDNIGHT ROSIES



PROPRIETOR
DONNIE ROSENCRAZ

HISTORY
This innocent-looking import business hides a minor counterfeiting racket, rumored to be connected to a murderous clan of Tattaglia hit men, which could be connected to a wider ring of venues where “funny money” changes hands. The Corleones have seen an upsurge in fake greenbacks in recent months.

MANDATORY MISSION VISITS
NONE



RACKET BOSS
"BONES" MALPASO

RACKET

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: REASONING/
INTIMIDATING
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600

RACKET TYPE: COUNTERFEITING
VENUE VALUE: \$\$\$\$\$

ID NUMBER: 268
MAP SECTOR: W 16
CROSS STREETS: ADAMS STREET AND
PLYMOUTH STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS
(COUNTERFEITING RACKET)
SECONDARY USE: ITALIAN IMPORT
GOODS, TOBACCO PRODUCTS

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
“NO PRESSURE” LEVEL: 18

PITKIN GARMENTS



PROPRIETOR
JOEL PETER PITKIN

HISTORY
Joel Peter Pitkin does most of his tailoring work for the Tattaglias, who certainly couldn't be described as the most elegant of guys. Of course, a change of ownership might be the best thing for him. He can then cater to a more discerning clientele. This establishment also features two bruisers in the back room, ready to challenge your punching power.

MANDATORY MISSION VISITS
NONE



FIGHT CLUB
BRUISER

ID NUMBER: 375
MAP SECTOR: W 15
CROSS STREETS: WASHINGTON STREET
AND FRONT STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: VERY EASY ●●●●●
PRIMARY USE: TAILORS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
“NO PRESSURE” LEVEL: 9
VENUE VALUE: \$\$\$\$\$



SICILIAN GOODS



PROPRIETOR
DONATO STRACCI

HISTORY
Donato is the front man for this branch of the budding Sicilian Goods chain, and he's a pretty tough man to get past. He leaves the running of the explosives racket out back to the more hardcore “associates” of the Family—in this case, a hardened killer called Benny “Gums” Gialdino.

MANDATORY MISSION VISITS
NONE



RACKET BOSS
BENNY "GUMS" GIALDINO

RACKET

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: GRABS AND
STRANGLES
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400

RACKET TYPE: EXPLOSIVES
VENUE VALUE: \$\$\$\$\$

ID NUMBER: 294
MAP SECTOR: X 15
CROSS STREETS: MAIN STREET AND
TIFFANY LANE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (EXPLOSIVES
RACKET)
SECONDARY USE: IMPORTER OF
ITALIAN GOODS

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
“NO PRESSURE” LEVEL: 26

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Sant'Elia
Warehouse
Tattaglia Hub

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Embassy Club
Paulie Gatto's
Apartment

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FBI Agents

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ST. SEBASTIAN HOTEL



PROPRIETOR
MONTE MALPARIDISO

ID NUMBER: 255
MAP SECTOR: W 15
CROSS STREETS: FLEET ALLEY
AND PLYMOUTH STREET (UNDER
BROOKLYN BRIDGE)
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: HARD ●●●●●
PRIMARY USE: HOTEL
SECONDARY USE: SAFEHOUSE (ONCE
PURCHASED): \$25,000 (COST)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$\$

HISTORY

This is a nasty old clip joint favored by various Tattaglias when they are in need of a little lovin'. It has already burned down once before and is a major fire hazard. You won't see Monte when you storm in here; he's probably hiding in his office.

MANDATORY MISSION VISITS

ACT 4—MISSION 23: BAPTISM BY FIRE, HIT 3: TONY BIANCHI

SAFE

CRACK
IT!



VALENTINO'S



PROPRIETOR
MONA SCARLETTI

ID NUMBER: 356
MAP SECTOR: W 15
CROSS STREETS: FLEET ALLEY AND
PLYMOUTH STREET
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

HISTORY

Tony "Two Times" Tattaglia is a distant relation of the Family. His nickname stems not from a verbal inflection or tick, but because of the ease in which marked men can enter this nightclub and brothel, and the difficulty of them exiting in one piece, and with all organs intact.

MANDATORY MISSION VISITS

NONE

SAFE

CRACK
IT!



RACKET

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: ANY
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$\$



RACKET BOSS
TONY "TWO TIMES"
TATTAGLIA

WRIGHT WRONSKY'S



PROPRIETOR
WRIGHT WRONSKY

ID NUMBER: 313
MAP SECTOR: X 16
CROSS STREETS: ADAMS STREET AND
PROSPECT STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: BUTCHERS

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

HISTORY

Wright's a regular guy, but when he's riled he can handle himself in a fight. He understands that the tributes he pays are just part of doing business. When the chips are down, Crazy Horse upstairs will fight like a cornered animal. These are two men you want to be sure you can muscle effectively.

MANDATORY MISSION VISITS

NONE

SAFE

CRACK
IT!



RACKET

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$\$



RACKET BOSS
"CRAZY HORSE" VIALI

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

WAREHOUSES & TRANSPORT HUBS

SANT'ELIA WAREHOUSE



PROPRIETOR/BOSS
JOE VESUVIUS



MANDATORY MISSION VISITS
NONE



RACKET TYPE: EXOTIC CARS
VENUE VALUE: \$\$\$\$



HISTORY

The Barzini are famous for their calm approach to business, but don't cross them. Joe Vesuvius is a happy guy, but look at him wrong and you'll end up *under* his dockyard warehouse, in the river.

ID NUMBER: 441
MAP SECTOR: V 15
CROSS STREETS: MAIN STREET
AND EMPIRE STREET
CONTROLLING FAMILY: BARZINI

PRIMARY USE: WAREHOUSE
(EXOTIC CARS RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY:
VERY HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY
BREAKING POINT: 75
BOILING POINT: 90

RACKET

MINIMUM PAYOUT: 5,000
MAXIMUM PAYOUT: 20,000
MIN. PAYOUT w/ P.E.T.: 6,250
MAX. PAYOUT w/ P.E.T.: 25,000
BUYOUT PRICE: 40,000

TATTAGLIA HUB



PROPRIETOR/BOSS
MICKEY "THE MOUTH" MANCINI



MANDATORY MISSION VISITS
NONE



RACKET TYPE: LIQUOR, COUNTERFEITING
VENUE VALUE: \$\$\$\$



HISTORY

As far as henchmen go, Mickey "the Mouth" Mancini is pretty far up the Tattaglia Family tree. His warehouse operation is the hub for both the Tattaglias' transportation rackets—liquor and counterfeiting. This is a well-defended area and a tough challenge in north Brooklyn near the Navy Yards. It's hard to miss the huge power station that towers over this area.

ID NUMBER: 093
MAP SECTOR: W 14
CROSS STREETS: GOLD STREET
AND JOHN STREET
CONTROLLING FAMILY: TATTAGLIA

PRIMARY USE: TRANSPORT HUB
(LIQUOR AND COUNTERFEITING
RACKETS)
SECONDARY USE: NONE

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 75
BOILING POINT: 90

RACKET

MINIMUM PAYOUT: 3,750
MAXIMUM PAYOUT: 15,000
MIN. PAYOUT w/ P.E.T.: 4,690
MAX. PAYOUT w/ P.E.T.: 18,750
BUYOUT PRICE: 30,000

CORLEONE-OWNED BUSINESSES (CANNOT BE EXTORTED)

The following businesses are owned by, or pay a tribute to, the Corleone Family. They usually contain a health bottle and have Corleone gangsters standing outside to help you in a pinch.

CLEMENZA'S HOUSE



PROPRIETOR
PETER CLEMENZA

ID NUMBER: 418
MAP SECTOR: X 14
CROSS STREETS: FARRAGUT STREET
AND SANDS STREET

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: RESIDENCE
SECONDARY USE: NONE



HISTORY

Peter Clemenza, a high-ranking member of the Corleone Family, resides in the most impressive house on the block. He shares the home with his wife. Rival Family members know better than to trouble Clemenza at his residence.

MANDATORY MISSION VISITS
ACT 2—MISSION 10: DEATH TO THE TRAITOR

EMBASSY CLUB



PROPRIETOR
CARMELLA ROTUNDA



PROPRIETOR
SAL TESSIO

ID NUMBER: 216
MAP SECTOR: W 15
CROSS STREETS: FLEET
ALLEY AND FRONT STREET

CONTROLLING FAMILY:
CORLEONE
PRIMARY USE: BAR
SECONDARY USE: NONE
VENUE VALUE: \$\$\$\$



HISTORY

Tessio runs his Corleone operation in Brooklyn from this club, and you can usually find him here. This makes a great center of operations for racket and truck takedowns in the neighboring streets.

MANDATORY MISSION VISITS
ACT 4—MISSION 23: BAPTISM BY FIRE, HITS 1–5

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PAULIE GATTO'S APARTMENT



ORIGINAL TENANT
PAULIE GATTO

ID NUMBER: 417
MAP SECTOR: Y 17
CROSS STREETS: CLINTON STREET
AND FULTON STREET
CONTROLLING FAMILY: CORLEONE

PRIMARY USE: SAFEHOUSE: GIFTED
AFTER MISSION 10.
SECONDARY USE: CORLEONE
SOLDIER'S APARTMENT



HISTORY

One step up from squalid, despite the fancy neighborhood surrounding the place, Paulie Gatto's gift from the Corleone Family is this apartment, where he spends some of his time. This is, of course, until he has no use for the place any more.

MANDATORY MISSION VISITS
ACT 2—MISSION 10: DEATH TO THE TRAITOR

COMPOUND

TATTAGLIA COMPOUND "THE CITADEL"



PROPRIETOR/BOSS
PHILIP TATTAGLIA

ID NUMBER: 032
MAP SECTOR: Z 14
CROSS STREETS: GREENE STREET
AND FLEET STREET
CONTROLLING FAMILY: TATTAGLIA

VENUE VALUE: BLDG. 1: \$\$\$\$\$
VENUE VALUE: BLDG. 2: \$\$\$\$\$
PRIMARY USE: COMPOUND
SECONDARY USE: NONE



MANDATORY MISSION VISITS
NONE



HISTORY

Although the Tattaglias are the weakest of the five Families, their compound is very well-defended, with only one road in and out of the premises, and a number of associates ready with weapons and behind trucks to stop an enemy incursion. Bruno spends his time here, or at his Midtown bar, the Luna Club.

MUNICIPAL BUILDINGS

These buildings are either owned by the city or provide a service. You can bribe police at the station and heist banks once per week. Hospitals cannot be entered, but they provide a landmark reference. You can enter clinics and get health bottles. Both hospitals and clinics are buildings you appear in after you've been iced. Churches can be entered.

BROOKLYN PRECINCT POLICE STATION



PROPRIETOR
POLICE CHIEF

ID NUMBER: 013
MAP SECTOR: X 16
CROSS STREETS:
WASHINGTON STREET AND
CHURCH STREET
PRIMARY USE: POLICE STATION
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

WILLIAMSBURG BANK



ID NUMBER: 025
MAP SECTOR: W 15
CROSS STREETS:
WASHINGTON STREET
AND FRONT STREET
VENUE VALUE: \$\$\$\$\$
PRIMARY USE: BANK
SECONDARY USE: N/A
PAYOUT: \$10,000

MANDATORY MISSION VISITS
NONE

DR. MARSHALL'S CLINIC



PROPRIETOR
DOCTOR MARSHALL

ID NUMBER: 003
MAP SECTOR: Y 14
CROSS STREETS:
FARRAGUT STREET
AND NASSAU STREET
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100

MANDATORY
MISSION VISITS
NONE



HISTORY

A sleazy house in a rundown area, this residence may fail almost all health and safety checks, but the elixir contained within seems to put you right.

BROOKLYN HOSPITAL



ID NUMBER: 004
MAP SECTOR: X/Y 16
CROSS STREETS: DOCK
STREET AND JOHNSON
STREET
PRIMARY USE: HOSPITAL
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

ST. ANNE'S



ID NUMBER: 038
MAP SECTOR: X 15
CROSS STREETS: MAIN STREET AND CHURCH STREET
PRIMARY USE: CHURCH
SECONDARY USE: N/A
NOTE: AN FBI AGENT IS HIDING IN THE CATACOMBS BELOW THIS CHURCH.

MANDATORY MISSION VISITS
NONE

HISTORY

The congregations of St. Anne's are mainly made up of seabound or returning sailors who seek the comfort in the Lord, rather than the nearby brothels.

ST. MICHAEL ARCHANGEL



ID NUMBER: 113
MAP SECTOR: W 16
CROSS STREETS: DOCK STREET AND PLYMOUTH STREET
CONTROLLING FAMILY: TATTAGLIA
PRIMARY USE: CHURCH
SECONDARY USE: N/A

MANDATORY MISSION VISITS
ACT 3—MISSION 15: NOW IT'S PERSONAL

HISTORY

A derelict church deep in Tattaglia territory, this building was closed in 1942, and the Tattaglias have been using it ever since for a number of nefarious schemes.

SAFEHOUSES

The following residences (some of which are listed above or in the Corleone-owned section) are available to purchase at any time.

ID Number	Name	Type of Room	Cost	Weapons Ammunition	Explosives Ammunition
255	St. Sebastian Hotel	Hotel	\$25,000	All 1H and 2H*	Dynamite
417	Frankie's Apartment	Apartment	Gifted during missions	None	Molotov

* 1H and 2H = One- and two-handed guns

LANDMARKS

Landmarks are useful only as reference points when traversing the area; they cannot be entered.

BROOKLYN CITY HALL



ID NUMBER: 114
MAP SECTOR: Y 17
CROSS STREETS: FULTON STREET AND BRIDGE STREET (BROOKLYN BRIDGE ROUNDABOUT)

BROOKLYN MUNICIPAL BUILDING



ID NUMBER: 150
MAP SECTOR: Y 17
CROSS STREETS: FULTON STREET AND BRIDGE STREET

EMPIRE WAREHOUSE



ID NUMBER: 151
MAP SECTOR: V/W 15/16
CROSS STREETS: MAIN ST. AND PLYMOUTH ST.
NOTE: TOM IS TAKEN HERE DURING MISSION 5.

JOE'S DINER



ID NUMBER: 217
MAP SECTOR: V 15
CROSS STREETS: MAIN ST. AND EMPIRE ST.
NOTE: TOM MEETS SOLLOZZO HERE DURING MISSION 5.

FARRAGUT HOUSES



ID NUMBER: 404
MAP SECTOR: W/X/Y 13/14
CROSS STREETS: HUDSON STREET, SANDS STREET, AND FARRAGUT STREET

NY EDISON



ID NUMBER: 437
MAP SECTOR: V 14
CROSS STREETS: PEARL STREET AND JOHN STREET

BROOKLYN BRIDGE



ID NUMBER: N/A
MAP SECTOR: Y 17
CROSS STREETS: BROOKLYN BRIDGE ENTRANCE; TIFFANY LANE AND OLD FULTON STREET

TOLL PLAZA



ID NUMBER: 434
MAP SECTOR: X/Y 14
CROSS STREETS: SANDS STREET AND TIFFANY LANE

BLACK MARKET MERCHANTS

The following merchants ply their illegal trades throughout this area. The cost of each item is detailed in the "Training" section of this guide.

MERCHANT 1



MERCHANTIZE: PISTOL
UPGRADE LEVEL 2
MAP SECTOR: W 14

MERCHANT 2



MERCHANTIZE: PISTOL
MAP SECTOR: Y 15

MERCHANT 3



MERCHANTIZE: SHOTGUN
MAP SECTOR: W 15

MERCHANT 4



MERCHANTIZE: REVOLVER
MAP SECTOR: Y 16

MERCHANT 5



MERCHANTIZE: BOMB
MAP SECTOR: Y 17

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MERCHANT 6



MERCHANTIZE:
DYNAMITE
MAP SECTOR: W 17

MERCHANT 7



MERCHANTIZE: TOMMY
GUN
MAP SECTOR: W 17

MERCHANT 8



MERCHANTIZE:
MAGNUM
MAP SECTOR: Z 18

MERCHANT 9




MERCHANTIZE: PISTOL
UPGRADE LEVEL 3
MAP SECTOR: W 18

MERCHANT 10



MERCHANTIZE: BOMB
MAP SECTOR: X 15

FBI AGENTS



BRIBE: \$3,000
MAP SECTOR: X 15
CROSS STREETS: MAIN
STREET AND CHURCH
STREET

These agents are crooked and well-hidden. Locate them during a mob war to lower the vendetta rating of the rival Family and win the war.

MISCELLANEOUS OCCURRENCES

There are often many odd, strange, or dangerous occurrences to stumble upon:

Type	Location	BMM Involved?	Chance (Day)	Chance (Night)	Reward (Min)	Reward (Max)	Description
Ambush	Old Fulton St. near Doughty St.	Tommy Gun	20%	60%	None	None	Possible ambush after buying some tommy gun ammo
Ambush	Henry St. near Remsen	Magnum	20%	60%	None	None	Possible ambush after buying some magnum ammo
Ambush	Plymouth St. under the Manhattan Bridge	Pistol Lvl. 2	40%	100%	None	None	Possible ambush after upgrading the pistol
Family Fight	The southern park between Lawrence, Bridge, Tillary, and Fulton	Bomb	30%	100%	Dynamite/ Molotov	Dynamite/ Molotov	Find some crates containing weapons. Your Family vs. a rival Family.
Stolen Shipment	Southern shipping yard between Willow, Furman, Vine, and Cranberry St.	Pistol Lvl. 3	100%	100%	\$2,500	\$10,000	Once per visit to this area, you can steal the shipment from some gangsters
Execution	In the alley west of Church St. between Dock and Adams St.	N/A	50%	50%	None	None	Rival Family executes an innocent

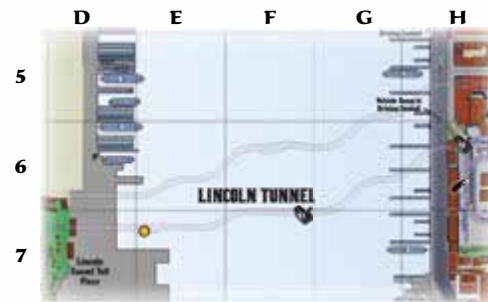
FILM REELS

There are a number of film reels to collect (and a total of 100 across all areas of the city). Find them for 1,000 respect each, plus unlock movies in the Main menu. It isn't necessary to collect them for game completion, however, and they can be collected in any order.

	28 BEHIND THE LOW WALLS ACROSS FROM CHINAWARE WAREHOUSE, ON THE WEST SIDE		29 ON CLEMENZA'S PORCH		30 TUCKED IN THE NOOK BEHIND DR. MARSHALL'S CLINIC		31 BEHIND THE LOW WALLS, ON THE NORTH SIDE
	32 IN THE SOUTHERN TOLLBOOTH		33 AT THE FAR END OF THE DOCKS, BEHIND THE CRATES NEXT TO THE SHIP		34 TUCKED BETWEEN THE FENCE AND THE GARAGE AT THE NEW YORK PACKING PLANT (A.K.A. SANT'ELIA WAREHOUSE)		35 BEHIND THE TRUNKS IN THE EMBASSY CLUB'S ALLEY
	36 AT THE BACK OF THE ALLEY BEHIND THE FULL MOON		37 AT THE BACK OF THE ALLEY		38 BEHIND THE CRATES IN BACK OF CAFÉ VITALES		39 IN THE MAUSOLEUM NEXT TO ST. MICHAEL ARCHANGEL CHURCH
	40 IN THE NORTHEAST CORNER OF THE CRATE-FILLED AREA		41 BEHIND THE STAND		42 NEAR THE FENCE, BEHIND THE GREEN CARGO CONTAINERS		43 TUCKED NEXT TO THE STOOP WITH THE BURNING BARREL IN FRONT OF IT
	44 IN THE GARAGE, NEXT TO THE LEAD PIPE						

A Tour of New Jersey

A BRIEF HISTORY OF NEW JERSEY



Delaware Indian settlements in the New Jersey area date back 10,000 years, and the Dutch claimed ownership after Henry Hudson sailed up river in 1609. The area was recognized as separate from New York in 1738 amid disputes (and riots) over land. After the Civil War, the late 1800s saw steady growth in population and industries. Many inventors were drawn to the place, including Thomas Edison, who helped develop the film industry before it moved to California. The Great Depression knocked the wind out of the state, but it rebounded during World War II as a center for electronics and chemical industries. By the end of the 1940s, the area of New Jersey near the Hudson was filled with businesses in a compact area, which also includes a rail yard, docks, and tunnel access to both Hell's Kitchen and Little Italy. This area is rife with corruption as the Stracci Family has set up shop in almost splendid isolation, and hope to keep it that way.

Please note that two merchants sell their wares from, two film reels appear in, and two stolen shipments occur inside the Lincoln and Holland Tunnels. Any important areas in this zone have the suffix "(Tunnels)" after their name.



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BUSINESSES AND RACKETS

ARNOLD'S FAMOUS 47



PROPRIETOR
BOUTROS ARNOLD

ID NUMBER: 242
MAP SECTOR: D 10
CROSS STREETS: 4TH STREET AND GARDEN STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●○○○
PRIMARY USE: BUSINESS (GOLD RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

HISTORY

Once part of a magnificent chain of eateries, and formerly known as "Arnold's 46," the last remaining restaurant in a dying franchise has fallen on hard times, but it still ekes out an existence despite its New Jersey location. The owner, Boutros, still curses the day his Greek mother christened him, but is determined to carry on to the bitter end. Upstairs, Stracci soldier "Big" John Pavarotti is just competent enough to run a small gold racket, but his nickname belies his stature; he's a bit of a pushover.

MANDATORY MISSION VISITS
NONE

RACKET

BOSS DIFFICULTY: EASY ●●●○○○
PREFERRED EXTORTION TACTICS: USING MELEE ATTACKS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET TYPE: GOLD
VENUE VALUE: \$\$\$\$



SAFE
CRACK IT!



RACKET BOSS
BIG JOHN PAVAROTTI

BORIS AMCHINI'S BARBERSHOP



PROPRIETOR
BORIS "BLADE" AMCHINI

ID NUMBER: 385
MAP SECTOR: B 12
CROSS STREETS: OBSERVER HIGHWAY AND MARSHALL STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●○○○
PRIMARY USE: BARBERS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26
VENUE VALUE: \$\$\$\$\$

HISTORY

Boris Amchini is a crazy man, rumored to be an anarchist. A typical Stracci psycho. Don't go there for a haircut; rumor has it he'll cut you in bad places.

MANDATORY MISSION VISITS
NONE



SAFE
CRACK IT!



THE CRANE CLUB



PROPRIETOR
TRIPS TRAPANI

ID NUMBER: 362
MAP SECTOR: D 10
CROSS STREETS: RIVER ROAD AND DOCK STREET
CONTROLLING FAMILY: CUNEO
DIFFICULTY: HARD ●●○○●●
PRIMARY USE: BUSINESS (BROTHELS RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

HISTORY

Antonio "Trips" Trapani is a big man with a cold heart. With former ties to the Corleone Family, Uncle Antonio has now sworn his allegiance to the Cuneos. You're unsure whether this piece of work is actually a distant uncle. Carlo "The Coil" Collini, who works upstairs, is one of New Jersey's toughest men.

MANDATORY MISSION VISITS
NONE

RACKET

BOSS DIFFICULTY: VERY HARD ●●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$



SAFE
CRACK IT!



RACKET BOSS
CARLO "THE COIL" COLLINI

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

FABIO SATRIANI & SON



PROPRIETOR
FABIO SATRIANI

HISTORY

Bennie runs a pretty lightweight gambling operation here—but it isn't him you have to watch at this venue: Butcher Fabio Satriani is rumored to be the bloodthirsty "Butcher of New Jersey," who grinds up more than just cows in that dingy back room.

MANDATORY MISSION VISITS

NONE

ID NUMBER: 304
MAP SECTOR: C 10
CROSS STREETS: 4TH STREET AND
NEWARK STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: HARD ●●●○○○
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: BUTCHER

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

BOSS DIFFICULTY: EASY ●●●○○○
PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w. P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
BENNIE THE BOAT

RACKET

RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

THE GEORGE HOTEL



PROPRIETOR
MICKY MACHALE

HISTORY

Micky MacHale was a pretty good singer in his day, but you'll not hear much serenading at the George Hotel in Jersey. It's all business—Barzini business—and cousin Francesco guards a vital Barzini toehold in Jersey.

MANDATORY MISSION VISITS

NONE

ID NUMBER: 446
MAP SECTOR: D 9
CROSS STREETS: 14TH STREET AND
WASHINGTON STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●●
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE
(AFTER PURCHASE: \$60,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43

BOSS DIFFICULTY: VERY HARD ●●●●●●
PREFERRED EXTORTION TACTICS: THREATENING
WITH FIREARMS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 1,000
MAXIMUM PAYOUT: 4,000
MIN. PAYOUT w. P.E.T.: 1,250
MAX. PAYOUT w/ P.E.T.: 5,000
BUYOUT PRICE: 4,000

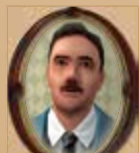


RACKET BOSS
FRANCESCO BARZINI

RACKET

RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

THE HIGHWAY HOTEL



PROPRIETOR
BERNIE RYNGPEASE

HISTORY

Highway robbery is the name of the game at the Highway Hotel, as New Jersey native Al Belligio deals from a crooked deck. You'd be much better staying out of these sleazy Stracci joints and finding a better spot to get a place to sleep, but rooms are hard to come by in New Jersey and you might have need of this place. This establishment also features a bruiser in the basement, ready to challenge your punching power.

MANDATORY MISSION VISITS

NONE

ID NUMBER: 260
MAP SECTOR: C 12
CROSS STREETS: OBSERVER HIGHWAY
AND NEWARK STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●○○○○
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE
(AFTER PURCHASE: \$50,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

BOSS DIFFICULTY: HARD ●●●○○○
PREFERRED EXTORTION TACTICS: THREATENING
INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



FIGHT CLUB
BRUISER



RACKET BOSS
AL BELLIGIO

RACKET

RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

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JOE FOLEY'S

HISTORY

Joe Foley runs the toughest bar in New Jersey (previously known as Rosie Rosen's Saloon), and works as the front man to Louis "Lips" Secondi who's just as liable to shoot you as look at you. He's a mean one, and this gold racket location is a pretty tough steal.



PROPRIETOR
JOE FOLEY

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
LOUIS "LIPS" SECONDI

RACKET TYPE: GOLD
VENUE VALUE: \$\$\$\$

ID NUMBER: 223
MAP SECTOR: C 9
CROSS STREETS: 5TH STREET AND NEWARK STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (GOLD RACKET)
SECONDARY USE: BAR

PREFERRED EXTORTION TACTICS: THREATENING WITH FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

JOEY'S BAKED GOODS

HISTORY

Baker Joe Hobanowski came down from Montreal to try to strike out on his own. He's a proud and tough man, but he couldn't resist the pressure of the New Jersey-based Stracci Family, and they've dropped in the vicious killer Gary "Boom Boom" Treangolin to watch over this explosives racket front.



PROPRIETOR
JOE HOBANOWSKI

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
GARY "BOOM BOOM" TREANGOLIN

RACKET TYPE: EXPLOSIVES
VENUE VALUE: \$\$\$\$

ID NUMBER: 309
MAP SECTOR: C 10
CROSS STREETS: 4TH STREET AND WILLOW STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (EXPLOSIVES RACKET)
SECONDARY USE: BAKERY

PREFERRED EXTORTION TACTICS: THROWS, SLAMS, AND LEANS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

JOHNNY CONGER'S

HISTORY

Don't be fooled by this tiny racket front; it's a tough one. Johnny Conger's years on the docks have toughened him into a ferocious foe; tougher even than the Norwegian bluefish that's the shop's specialty. Blue Eyes is a fat man with an attitude problem and a group of henchmen who flinch at his temper, but he isn't as tough as Johnny.



PROPRIETOR
JOHNNY CONGER

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
BLUE EYES BURAKO

RACKET TYPE: DIAMONDS
VENUE VALUE: \$\$\$\$

ID NUMBER: 345
MAP SECTOR: D 11
CROSS STREETS: WATER STREET AND WASHINGTON STREET
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (DIAMONDS RACKET)
SECONDARY USE: FISHMONGERS

PREFERRED EXTORTION TACTICS: GRABS AND STRANGLES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

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SANTO



PROPRIETOR
"OILY HANDS" HALON

HISTORY
It's good to know who you're up against; it's obvious how "Oily Hands" Halon got that nickname, and away from the front of the place, Cristo "Kneecaps" Stonelli is only too happy to demonstrate why the local hooligans nicknamed him that. When you want to tackle the Cuneo weapons racket, this is the place to start: a bar notorious for fighting and wrestling.

MANDATORY MISSION VISITS
NONE



RACKET BOSS
CRISTO "KNEECAPS"
STONELLI

ID NUMBER: 224
MAP SECTOR: C 9
CROSS STREETS: 14TH STREET AND
PARK AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (WEAPONS
RACKET)
SECONDARY USE: BAR

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

RACKET
BOSS DIFFICULTY: MEDIUM ●●●●●
PREFERRED EXTORTION TACTICS: USING MELEE
ATTACKS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400

RACKET TYPE: WEAPONS
VENUE VALUE: \$\$\$\$

SICILIAN GOODS



PROPRIETOR
DIEGO STRACCI

HISTORY
The other Stracci twin, Diego, runs this Sicilian Goods outlet close to home in New Jersey. He's a smooth operator and a tough negotiator, like his twin brother. But unlike his twin, he hasn't exactly hired the best of help—and Vinnie "Monkeyass" Vespucci is no brain surgeon (more of a brain donor). This is part of the explosive racket chain along with its Sicilian Goods outlet in Brooklyn.

MANDATORY MISSION VISITS
NONE



RACKET BOSS
VINNIE "MONKEYASS"
VESPUCCI

ID NUMBER: 447
MAP SECTOR: C/D 12
CROSS STREETS: OBSERVER HIGHWAY
AND WASHINGTON STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (EXPLOSIVES
RACKET)
SECONDARY USE: SMOKE SHOP

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

RACKET
BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600

RACKET TYPE: EXPLOSIVES
VENUE VALUE: \$\$\$\$

VELVETEEN'S



PROPRIETOR
VINNIE "VELVET HANDS"
VIVALDI

HISTORY
Stracci associate Dino works for his big brother Santino, and he's very much the runt of the litter. By all means knock over this easy explosives racket venue...but don't get big Santino Stracci mad. You won't even notice Vinnie "Velvet Hands" Vivaldi slipping the clubs keys into your pocket and giving up without a fight.

MANDATORY MISSION VISITS
NONE



RACKET BOSS
DINO "TRIPS"
STRACCI

ID NUMBER: 072
MAP SECTOR: D 10
CROSS STREETS: 5TH STREET AND
GARDEN STREET
CONTROLLING FAMILY: STRACCI
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (EXPLOSIVES
RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET
BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-
HAND STRIKES
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600

RACKET TYPE: EXPLOSIVES
VENUE VALUE: \$\$\$\$

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WAREHOUSES & TRANSPORT HUBS

STRACCI HUB



PROPRIETOR/BOSS
"BIG" SANTINO STRACCI



MANDATORY
MISSION VISITS
NONE



RACKET TYPE: EXPLOSIVES, GOLD
VENUE VALUE: \$\$\$\$



ID NUMBER: 099
MAP SECTOR: E 11
CROSS STREETS: HUDSON STREET
AND RIVER ROAD
CONTROLLING FAMILY: STRACCI

PRIMARY USE: WAREHOUSE
(EXPLOSIVES AND GOLD
RACKETS)
SECONDARY USE: NONE

BOSS DIFFICULTY: VERY HARD
PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 75
BOILING POINT: 90

RACKET

MINIMUM PAYOUT: 4,250
MAXIMUM PAYOUT: 17,000
MIN. PAYOUT w/ P.E.T.: 5,315
MAX. PAYOUT w/ P.E.T.: 21,250
BUYOUT PRICE: 34,000

WATERSIDE WAREHOUSE



PROPRIETOR/BOSS
KYLE "THE CROC" BELLINI



MANDATORY MISSION VISITS
NONE



RACKET TYPE: EXPLOSIVES
VENUE VALUE: \$\$\$\$



ID NUMBER: 091
MAP SECTOR: D 9
CROSS STREETS: 14TH STREET AND
RIVER ROAD
CONTROLLING FAMILY: STRACCI

PRIMARY USE: WAREHOUSE
(EXPLOSIVES RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: HARD
PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80

RACKET

MINIMUM PAYOUT: 3,500
MAXIMUM PAYOUT: 14,000
MIN. PAYOUT w/ P.E.T.: 4,375
MAX. PAYOUT w/ P.E.T.: 17,500
"NO PRESSURE" LEVEL: 28,000

CORLEONE-OWNED BUSINESSES

(CANNOT BE EXTORTED)

The following businesses are owned by, or pay a tribute to, the Corleone Family. They usually contain a health bottle and have Corleone gangsters standing outside to help you in a pinch.

LAMPLIGHT ROOMS



MANAGER
FRANKIE MALONE

ID NUMBER: 423
MAP SECTOR: C 9
CROSS STREETS: 6TH STREET AND
PARK AVENUE

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: SAFEHOUSE
(\$30,000)
SECONDARY USE: NONE



HISTORY

This small safehouse serves as a base of operations in New Jersey, but the Corleone Family cannot guarantee your safety until you buy the place and pay for some muscle. This is where Frances "Frankie" Malone lives, a sassy dame and sister of Monk Malone, an up-and-coming Corleone associate of some repute.

MANDATORY MISSION VISITS
NONE

SAFEHOUSES

The following residences (some of which are listed above or in the Corleone-owned section) are available to purchase at any time.

ID Number	Name	Type of Room	Cost	Weapons Ammunition	Explosives Ammunition
260	The Highway Hotel	Hotel	\$50,000	All 1H and 2H*	Molotovs
423	The Lamplight	Apartment	\$30,000	All 1H and 2H	Dynamite
446	The George Hotel	Hotel	\$60,000	All 1H and 2H	Molotovs/Dynamite

* 1H and 2H = One- and two-handed guns

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VENUE

JACK FONTANA'S PLACE



PROPRIETOR/BOSS
JACK FONTANA

ID NUMBER: 424
MAP SECTOR: C/D 11
CROSS STREETS: 2ND STREET AND
PARK STREET
CONTROLLING FAMILY: STRACCI

DIFFICULTY: N/A
PRIMARY USE: NONE
SECONDARY USE: NONE
EXTORTION AMOUNT: NONE



MANDATORY MISSION VISITS
Hit 12: JACK FONTANA

HISTORY

Firmly locked up and impenetrable to the more inquisitive neighborhood types, this large detached home (which cannot be taken over as a business) is the personal property and residence of Jack Fontana. Fontana got where he is today using a winning combination of smarts and his exceptional accuracy with a pistol. He's also rumored to have an insatiable appetite for the favors of streetwalkers. The mysterious Trojan offers this hit to you; find further information in the "Walkthrough" section of this guide.

COMPOUNDS

STRACCI COMPOUND "THE HEIGHTS"



PROPRIETOR/BOSS
DON STRACCI

ID NUMBER: 034
MAP SECTOR: A 10
CROSS STREETS: GARDEN PARKWAY
VIADUCT
CONTROLLING FAMILY: STRACCI

VENUE VALUE: BLDG. 1: \$\$\$\$\$
VENUE VALUE: BLDG. 2: \$\$\$\$\$
PRIMARY USE: COMPOUND
SECONDARY USE: NONE



MANDATORY MISSION VISITS
NONE



HISTORY

After the shambles of the Tattaglia compound back in Brooklyn, this is a slightly better-organized affair; although the Straccis haven't realized the danger that explosive barrels can be. A single, thin entrance is packed full of blue-coated assailants, and you'd be wise to tool up before assaulting this warren.

MUNICIPAL BUILDINGS

These buildings are either owned by the city or provide a service. You can bribe police at the station and heist banks once per week. Hospitals cannot be entered, but they provide a landmark reference. You can enter clinics and get health bottles. Both hospitals and clinics are buildings you appear in after you've been iced. Churches can be entered.

NEW JERSEY STATE POLICE STATION



PROPRIETOR
POLICE CHIEF

ID NUMBER: 021
MAP SECTOR: D 10
CROSS STREETS: 4TH STREET AND
WASHINGTON STREET
PRIMARY USE: POLICE STATION
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

NJ NATIONAL BANK



ID NUMBER: 029
MAP SECTOR: C 10
CROSS STREETS: 5TH
STREET AND PARK ST.
VENUE VALUE: \$\$\$\$\$
PRIMARY USE: BANK
SECONDARY USE: N/A
PAYOUT: \$20,000

MANDATORY MISSION VISITS
NONE

B. FIDANQUE MD



PROPRIETOR
DR. GRUPO "BEN"
FIDANQUE

ID NUMBER: 006
MAP SECTOR: C 11
CROSS STREETS: 3RD
STREET AND WILLOW
STREET
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100

MANDATORY
MISSION VISITS
NONE



HISTORY

This small-time doctor runs a quiet operation and doesn't see the action that practitioners across the river do. This is fortunate, as the doctor's credentials are faked. However, he's good for a quick pick-me-up in a tough neighborhood.

NEW JERSEY HOSPITAL



ID NUMBER: N/A
MAP SECTOR: D 9
CROSS STREETS:
14TH STREET AND
WASHINGTON STREET
PRIMARY USE: HOSPITAL
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

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ST. GEORGE'S CHURCH



ID NUMBER: 042
MAP SECTOR: B/C 10
CROSS STREETS: 4TH STREET AND
NEWARK STREET
PRIMARY USE: CHURCH
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

HISTORY

St. George's Church is a quiet and somber place, and the local priest (a mysterious man called "the Abbott") appears here from time to time.

LANDMARKS

NEW JERSEY TRAIN YARDS



ID NUMBER: N/A
MAP SECTORS: B 9/10/11
CROSS STREETS: ALONG
GARDEN PARKWAY
VIADUCT

FBI AGENTS

These agents are crooked and well-hidden. Locate them during a mob war to lower the vendetta rating of the rival Family and win the war.



BRIBE: \$3,000
MAP SECTOR: B 10
CROSS STREETS: (IN CRYPT
OF CHURCH) 4TH STREET
AND NEWARK STREET

BLACK MARKET MERCHANTS

The following merchants ply their illegal trades throughout this area. The cost of each item is detailed in the "Training" section of this guide.

MERCHANT 1



MERCHANDISE:
DYNAMITE
MAP SECTOR: B/C 8/9

MERCHANT 2



MERCHANDISE:
SHOTGUN LEVEL 3
MAP SECTOR: B 10

MERCHANT 3



MERCHANDISE: PISTOL
MAP SECTOR: C 9

MERCHANT 4



MERCHANDISE:
REVOLVER
MAP SECTOR: C 9

MERCHANT 5



MERCHANDISE:
SHOTGUN LEVEL 2
MAP SECTOR: C 10

MERCHANT 6



MERCHANDISE: TOMMY
GUN
MAP SECTOR: C 10

MERCHANT 7



MERCHANDISE:
SHOTGUN
MAP SECTOR: C 10

MERCHANT 8



MERCHANDISE:
MOLOTOV
MAP SECTOR: C 11

MERCHANT 9



MERCHANDISE:
MAGNUM
MAP SECTOR: C 11

MERCHANT 10



MERCHANDISE: BOMB
MAP SECTOR: B/C 10

MERCHANT 11*



MERCHANDISE: HEALTH
BOTTLE
MAP SECTOR: I 5

MERCHANT 12**



MERCHANDISE: BOMB
MAP SECTOR: F 13

* DIRECTLY UNDER STROMBOLI SUPPLIES (HELL'S KITCHEN). ACCESSED ONLY VIA TUNNEL.

** ACCESSED ONLY VIA TUNNEL.

MISCELLANEOUS OCCURRENCES

There are often many odd, strange, or dangerous occurrences to stumble upon:

















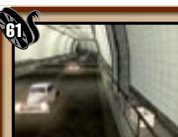

Type	Location	BMM Involved?	Chance (Day)	Chance (Night)	Reward (Min)	Reward (Max)	Description
Ambush	Alley between 3rd, 4th, Willow, and Newark St.	Shotgun	20%	60%	None	None	Possible ambush after buying some shotgun ammo
Ambush	14th near Garden Parkway Viaduct	Dynamite	20%	60%	None	None	Possible ambush after buying dynamite
Ambush	Train tunnel east of Garden Parkway Viaduct	Shotgun Level 3	40%	100%	None	None	Possible ambush after upgrading the shotgun
Family Fight	Park between 4th, 5th, Park, and Newark St. Starts in the alley by the church	N/A	30%	100%	None	None	Possible Family fight in the park that starts near the church
Stolen Shipment (tunnels)	In the southern lane of the Lincoln Tunnel, shortly after exiting the New Jersey mainland	N/A	30%	100%	\$1,000	\$1,000	One of the gangsters in this tunnel has some money for the taking
Stolen Shipment	In the southern lane of the Holland Tunnel, midway through	N/A	30%	100%	\$1,000	\$1,000	One of the gangsters in this tunnel has some money for the taking
Stolen Shipment (tunnels)	Toward the center of the train yard	N/A	100%	100%	\$2,500	\$10,000	Once per visit to this area, you can steal the shipment from some gangsters
Execution	On Newark St. between 2nd and 3rd St.	N/A	50%	50%	None	None	Rival Family executes an innocent
Fight	Eastern side of the train yard, around the middle	N/A	100%	100%	\$0	\$4,800	Once per visit to this area, killing an innocent bum in the train yard angers his friends

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FILM REELS

There are a number of film reels to collect (and a total of 100 across all areas of the city). Find them for 1,000 respect each, plus unlock movies in the Main menu. It isn't necessary to collect them for game completion, however, and they can be collected in any order.

45		BEHIND THE LOW WALL, ON THE NORTHERN SIDE
46		BEHIND THE LOW WALL, ON THE EASTERN SIDE
47		ON THE SOUTHERN SIDE OF THE HOSPITAL STEPS
48		BEHIND THE LOW WALL, ON THE NORTHERN SIDE
49		BEHIND THE LOW WALL, ON THE SOUTHERN SIDE
50		IN THE LITTLE NOOK NEAR ST. GEORGE'S CHURCH
51		ON THE NORTH SIDE OF THE ALLEY NEXT TO VELVET'S NIGHTCLUB
52		INSIDE THE COVERED AREA ON THE WEST SIDE OF THE ALLEY BEHIND FABIO SATRIANI & SON
53		AT THE SOUTHWESTERN CORNER OF THE BUILDING, IN FRONT OF THE GARAGE DOOR
54		TUCKED AT THE SOUTHERN END OF THE LOW WALL ON THE RAISED PLATFORM
55		NEXT TO THE SIDE DOOR OF THE NEW JERSEY STATE POLICE BUILDING
56		ON THE PORCH OF THE THIRD HOUSE FROM THE SOUTHERN END OF THE STREET
57		BEHIND THE WALL IN FRONT OF THE SECOND HOUSE FROM THE SOUTHERN END OF THE STREET
58		IN THE SOUTHEAST CORNER, BEHIND THE LOW WALL
59		ACROSS THE STREET FROM THE HIGHWAY HOTEL
60		JUST SOUTH OF THE LITTLE ITALY SIGN
61		BEHIND A CRATE ON THE NORTHERN PLATFORM OF THE EAST-BOUND LANES IN THE LINCOLN TUNNEL
62		IN THE FIRST NORTH-SIDE EMERGENCY AREA OF THE WEST-BOUND LANES IN THE HOLLAND TUNNEL



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A Tour of Hell's Kitchen

A BRIEF HISTORY OF HELL'S KITCHEN

Fear and violence has played a part in the notorious Hell's Kitchen for more than 100 years. The name (in print at least) stemmed from an 1881 New York Times article telling of a multiple murder in a tenement block bearing the nickname. Of course, much of the west side is pockmarked with ominous nicknames such as the House of Blazes and Battle Row; both of which are apt descriptions. The Hudson River railroad opened a station in 1851, and that spawned lumberyards, abattoirs, and sprawling tenement blocks filled with immigrant workers squeezed into squalid conditions with others from far-off lands. This sparked animosity and violence on an almost-continual basis. By the 1930s however, the least favorable tenements had been dismantled, and currently a large-scale gentrification of the area is occurring, as off-Broadway actors begin to take up residence and rubble-filled lots are transformed into parks. All the money pouring into the area certainly helps the local Cuneo Family, who rule the area with their blood-red trench coats and predisposition to violence from the olden days.

Businesses and Rackets

After Hours
Arezzo Seafood
Caruso!
Casey Quinn's
The Colonial Tavern
Dale Mangano's
Doc Thody's
Dahlia's
The Elegante
The Red Fox
Holden Holdings
M. Powers & Sons
Marinelli's
Fish Shop
Mrs. Spillane's
Orchid Inc.
Poppy's—Westside
Providence Hotel
The Roost
Scotty's Biscotti
The Tunnel Club
Tyler's Top Cuts
West Side Philly's

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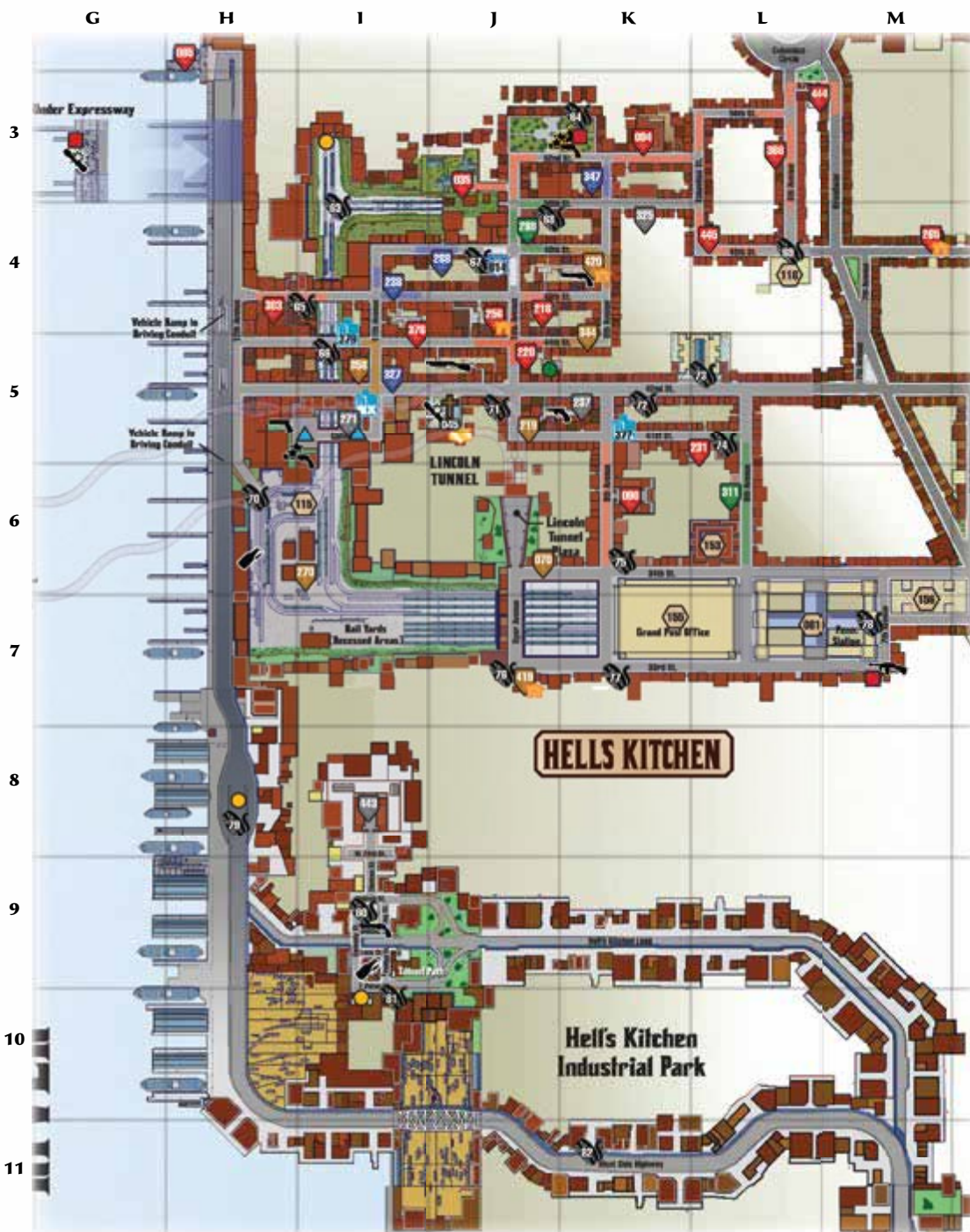
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BUSINESSES AND RACKETS

AFTER HOURS



PROPRIETOR
DARLENE DEMATTEO

HISTORY

Near the famous Madison Gardens on 8th Street, Darlene DeMatteo runs an elegant nightclub called After Hours. But behind her cheerful and easy-going facade she hides a dirty secret—from every dark corner, tough Cuneo gangsters protect the high-rent brothel operation run by Jerry the Spaniard, who's actually Irish.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 366
MAP SECTOR: L 3
CROSS STREETS: 56TH STREET AND 8TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (BROTHELS RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
JERRY THE SPANIARD

RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$

AREZZO SEAFOOD



PROPRIETOR
ANGELINA AREZZO

HISTORY

Angelina Arezzo tries to keep her fish stall a pleasant working environment, but Johnny "the Greek" Randazzo has bigger plans, and is constantly arguing with Arezzo over storage space. Randazzo's counterfeiting operation is as small as it gets; many think the Tattaglia Family has forgotten it even exists.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 344
MAP SECTOR: K 4/5
CROSS STREETS: 44TH STREET AND 9TH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: VERY EASY ●●●●●
PRIMARY USE: BUSINESS (COUNTERFEITING RACKET)
SECONDARY USE: FISHMONGERS

PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 20
BOILING POINT: 40
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 12

RACKET

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: REASONING/INTIMIDATING
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 1,600



RACKET BOSS
JOHNNY "THE GREEK" RANDAZZO

RACKET TYPE: COUNTERFEITING
VENUE VALUE: \$\$\$\$

CARUSO!



PROPRIETOR
FRANKIE CARUSO

HISTORY

Caruso! is thought to be connected to some kind of secret Cuneo racket but no one knows for sure yet; mainly because no one is allowed to descend into the establishment's basement. It seems to be entirely too well-defended to be just another nightclub.

MANDATORY MISSION VISITS
ACT 3—MISSION: 18 SONNY'S WAR



ID NUMBER: 231
MAP SECTOR: L 5
CROSS STREETS: 41ST STREET AND 8TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BAR
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$



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CASEY QUINN'S



PROPRIETOR
"MIGHTY" CASEY QUINN

ID NUMBER: 303
MAP SECTOR: H 4
CROSS STREETS: 46TH STREET AND
12TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: MEDIUM ●●●○○○
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: BUTCHERS

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

HISTORY

Old Diamond Bob is one of the last great old high rollers, and was born on a levee in Birmingham, Alabama, and raised on a river boat. "Mighty" Casey Quinn is just a regular joe—but he's sure to remind everyone he knows (and even those he doesn't) about his days in the ring, and his 35-1 winning record.

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: MEDIUM ●●●○○○
PREFERRED EXTORTION TACTICS: THREATENING
WITH MELEE ATTACKS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
"DIAMOND" BOB BOSWELL



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

THE COLONIAL TAVERN



PROPRIETOR
LOUISIANA DOBBER

ID NUMBER: 445
MAP SECTOR: L 4
CROSS STREETS: 49TH STREET AND
COLUMBUS STREET
CONTROLLING FAMILY: CUNEO
DIFFICULTY: EASY ●●●○○○
PRIMARY USE: BUSINESS (WEAPONS
RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

HISTORY

"Noodles" Rizzoni is a hard man, and his Cuneo weapons racket is a pretty well-oiled machine. But you can get to him through Louisiana Dobber, the knockout owner of the Colonial Tavern. Get a foot in the door with her, and you're ready to go toe-to-toe with Noodles.

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: HARD ●●●○○○
PREFERRED EXTORTION TACTICS: THREATENING
INNOCENTS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
"NOODLES" RIZZONI



RACKET TYPE: WEAPONS
VENUE VALUE: \$\$\$\$

DALE MANGANO'S



PROPRIETOR
DALE MANGANO

ID NUMBER: 347
MAP SECTOR: K 3
CROSS STREETS: 52ND STREET AND 9TH
AVENUE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: VERY EASY ●●●○○○
PRIMARY USE: BUSINESS (GOLD
RACKET)
SECONDARY USE: GROCERS

PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 20
BOILING POINT: 40
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 12

HISTORY

Dale's husband is also interestingly called Dale Mangano, but he runs a farm out of town, supplying the store with an assortment of reasonably fresh fruit and vegetables. Walk in to this racket and they'll practically give it to you.

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: VERY EASY ●●○○○○
PREFERRED EXTORTION TACTICS: THREATENING
INNOCENTS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 800



RACKET BOSS
"WIGGLES" NORMANN



RACKET TYPE: GOLD
VENUE VALUE: \$\$\$\$

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

Doc Thody's Dahlias



PROPRIETOR
MINNIE MAUSER

HISTORY

Doc Thody never seems to be around. He leaves the running of his wilted little brothel operation to a couple of dames—Minnie Mauser and the incredibly gorgeous Madame Carabetta—whose high-paying clients rarely venture outside their Midtown hotels.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 218
MAP SECTOR: J 4
CROSS STREETS: 46TH STREET AND
10TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: VERY EASY ○○○○○
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: FLORIST

PREFERRED EXTORTION TACTICS:
REASONING/INTIMIDATING
BREAKING POINT: 20
BOILING POINT: 40
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 12

RACKET

BOSS DIFFICULTY: EASY ○○○○○
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-
HAND STRIKES
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
MADAME CARABETTA



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$

THE ELEGANTE



PROPRIETOR
FAUSTO CUNEO JR.

HISTORY

Smooth-talking, natty-dressing gambling man Joe the Elegance is the sharpest twig on the Cuneo gambling tree. Joe will bluff you out of a fortune and you'll still leave smiling. Elsewhere in the place, Fausto is a distant Cuneo cousin who *should* be running the racket, but he prefers the more genteel life of meeting and greeting at this hotel.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 256
MAP SECTOR: J 4
CROSS STREETS: 46TH STREET AND
10TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: MEDIUM ○○○○○
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE
(AFTER PURCHASE: \$55,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

RACKET

BOSS DIFFICULTY: HARD ○○○○○
PREFERRED EXTORTION TACTICS: THREATENING
INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
JOE THE ELEGANCE



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

THE RED FOX



PROPRIETOR
ZSA-ZSA FUKS

HISTORY

Zsa-Zsa has recently "leased" space in the building to Danny Gigante. This shaven ape is a bit of a bruiser and a dangerous man. If you want his gold, he'll fight you for it.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 238
MAP SECTOR: I 4
CROSS STREETS: 46TH STREET AND
11TH AVENUE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ○○○○○
PRIMARY USE: BUSINESS (GOLD
RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 40
BOILING POINT: 60
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 23

RACKET

BOSS DIFFICULTY: MEDIUM ○○○○○
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-
HAND STRIKES
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
DANNY GIGANTE



RACKET TYPE: GOLD
VENUE VALUE: \$\$\$\$

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HOLDEN HOLDINGS



PROPRIETOR
JAY WADE

HISTORY

Jay Wade is not all he seems—he's married to a Cuneo and seems to be working for them on the side. Some weekends he can be seen moving Cuneo goods for them when the Tattaglias aren't looking...which is most of the time.

MANDATORY MISSION VISITS
ACT 3—MISSION 18: SONNY'S WAR



ID NUMBER: 270
MAP SECTOR: I 6
CROSS STREETS: RAILS YARDS; ACCESSED VIA 12TH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: MEDIUM ●●●○○
PRIMARY USE: ITALIAN GOODS AND TOBACCO PRODUCTS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
PROPERTY DAMAGE
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26
VENUE VALUE: \$\$\$\$\$



M. POWERS & SONS



PROPRIETOR
MAXIMILIAN POWERS

HISTORY

The Barzini sent in innocent-looking Bobby Roma to sweet-talk Max Powers out of his Family business. Max is a tough guy, but he folded and now hands his profits on. Locals wonder what is it about "Sweet" Bobby Roma that makes them crack.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 269
MAP SECTOR: J 4
CROSS STREETS: 50TH STREET AND 10TH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (EXOTIC CARS RACKET)
SECONDARY USE: BAKERS

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT W/ P.E.T.: 750
MAX. PAYOUT W/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
"SWEET" BOBBY ROMA



MARINELLI'S FISH SHOP



PROPRIETOR
MOXIE MARINELLI

HISTORY

Moxie Marinelli leads a very quiet life in his tiny fishmonger's shop; discretion and secrecy are his strong points. He really wishes that the Tattaglias trusted him enough to run a racket through his shop. After his tributes increased, he now wishes he'd hooked up with another Family.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 327
MAP SECTOR: I 5
CROSS STREETS: 42ND STREET AND 11TH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: MEDIUM ●●●○○
PRIMARY USE: FISHMONGERS
SECONDARY USE: NONE

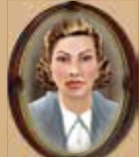
PREFERRED EXTORTION TACTICS:
GRABS AND STRANGLES
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26
VENUE VALUE: \$\$\$\$\$



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

MRS. SPILLANE'S



PROPRIETOR
CORKY SPILLANE

HISTORY

This flophouse hotel has been bought simply to give the Tattaglias a place in Hell's Kitchen. Although this seems to be a simple steal to get it from them and set up a tactical position for going against the Cuneos, there are safehouses closer to Hell's Kitchen's main business district.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 419
MAP SECTOR: J 7
CROSS STREETS: 33RD STREET AND
DYER AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: VERY EASY ○○○○○
PRIMARY USE: HOTEL
SECONDARY USE: SAFEHOUSE (AFTER
PURCHASE: \$45,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 20
BOILING POINT: 40
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 12
VENUE VALUE: \$\$\$\$\$



ORCHID INCORPORATED



PROPRIETOR
MARNY MCKENZIE

HISTORY

The unspeakable "Candy Kid" Mandonna pimps out his girls upstairs in another typically decrepit Stracci brothel. Flower girl Marny McKenzie is a bit of a looker, though, if you like those kind of looks.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 288
MAP SECTOR: J 4
CROSS STREETS: 48TH STREET AND
11TH AVENUE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: EASY ○○○○○
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: FLORIST

PREFERRED EXTORTION TACTICS:
THROWS, SIAMS, AND LEANS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET

BOSS DIFFICULTY: VERY EASY ○○○○○
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-
HAND STRIKES
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 800



RACKET BOSS
ANTHONY "CANDY KID"
MANDONNA

RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$\$

POPPY'S—WESTSIDE



PROPRIETOR
POPPY MCKENNA

HISTORY

One of two tough fellows nicknamed Moose in the New York City area, this one has a reputation. So much so, that the locals have a saying: "Don't mess with the Moose!" His counterfeiting racket is well-organized and pretty tough. Nightclub owner Poppy McKenna hates the Tattaglias, but what can you do?

MANDATORY MISSION VISITS
NONE



ID NUMBER: 358
MAP SECTOR: I 5
CROSS STREETS: 42ND STREET AND
11TH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ○○○○○
PRIMARY USE: BUSINESS
(COUNTERFEITING RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET

BOSS DIFFICULTY: MEDIUM ○○○○○
PREFERRED EXTORTION TACTICS: REASONING/
INTIMIDATING
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT w/ P.E.T.: 750
MAX. PAYOUT w/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
MOOSE MANGANO

RACKET TYPE: COUNTERFEITING
VENUE VALUE: \$\$\$\$\$

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FBI Agents

PROVIDENCE HOTEL



PROPRIETOR
FREDDIE "SLICKFINGER"
FAUSTINO

ID NUMBER: 420
MAP SECTOR: K 4
CROSS STREETS: 48TH STREET AND 9TH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (BROTHELS RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE (AFTER PURCHASE: \$75,000)

PREFERRED EXTORTION TACTICS: THREATENING INNOCENTS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

HISTORY

Acquire a room in this hotel and you'll be deep in Cuneo territory and ready to make a run on their biggest challenges, a well-defended warehouse or perhaps their compound itself. The Tattaglias didn't want to be in here in the first place, and it will be easy to flip. Freddie "Slickfinger" Faustino looks pretty tough, but he folds like a busted straight when the correct amount of pressure is applied.

MANDATORY MISSION VISITS
NONE

SAFE
CRACK
IT!

RACKET

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: THREATENING WITH FIREARMS
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 3,200



RACKET BOSS
GLORIA DELLAMONTE



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$

THE ROOST



PROPRIETOR
VICENTE TATTAGLIA

ID NUMBER: 219
MAP SECTOR: J 5
CROSS STREETS: 41ST STREET AND 10TH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BAR
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS: THREATENING WITH FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$\$

HISTORY

Heavily defended, the Roost is one of the toughest bars in the Hell's Kitchen area, and this keeps the Tattaglia presence strong in the local vicinity. Severely weakened this venue before attempting an extortion. Vicente Tattaglia is a distant cousin of the Family, and he runs his bar with more ruthless cunning than most of the Tattaglia venues in Brooklyn.

MANDATORY MISSION VISITS
ACT 2—MISSION 10: DEATH TO THE TRAITOR



SCOTTY'S BISCOTTI



PROPRIETOR
SCOTTY PARMALATA

ID NUMBER: 311
MAP SECTOR: L 6
CROSS STREETS: 41ST STREET AND 8TH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (DIAMONDS RACKET)
SECONDARY USE: BAKERS

PREFERRED EXTORTION TACTICS: THROWS, SLAMS, AND LEANS
BREAKING POINT: 40
BOILING POINT: 60
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 23

HISTORY

Sonny-Boy Granzella retired from the fighting game when he was still in his prime—and as a menacing enforcer for the Barzinis, he isn't fighting fair anymore. Scotty is tougher than her day-old bread, but she's no match for the lunatic downstairs, and lives in constant fear of payday.

MANDATORY MISSION VISITS
NONE

SAFE
CRACK
IT!

RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
SONNY-BOY GRANZELLA



RACKET TYPE: DIAMONDS
VENUE VALUE: \$\$\$\$

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

THE TUNNEL CLUB



PROPRIETOR
CARMINE TATTAGLIA

HISTORY

Old timer Carmine Tattaglia runs this Tattaglia nightclub in Hell's Kitchen. Little is known about what goes on behind its closed doors, but it's rumored that Family summits are held here from time to time. Nearby is the entrance to the Lincoln Tunnel, an easy escape if rival Families attempt to launch an attack.

MANDATORY MISSION VISITS

ACT 3—MISSION 19: CHANGE OF PLANS



ID NUMBER: 070
MAP SECTOR: J 6
CROSS STREETS: 34TH STREET AND
DYER AVENUE (NEAR LINCOLN
TUNNEL PLAZA)
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: MEDIUM ●●○○○
PRIMARY USE: NIGHTCLUB
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26
VENUE VALUE: \$\$\$\$\$



TYLER'S TOP CUTS



PROPRIETOR
TYLER ROCCA

HISTORY

This was formerly a garment outlet run by a shady fellow nicknamed "Tinker the Tailor." After his "Le Carre" range were revealed to be French knock-offs made in England, the venue changed hands, suddenly and violently. Tyler Rocca is charged with the thankless task of smartening up those ugly Cuneo mugs. Take him out, and as Willy Cicci would tell you, "the Cuneos ain't gonna be looking so good no more."

MANDATORY MISSION VISITS

ACT 4—MISSION 23: BAPTISM OF FIRE, HIT 11: RONNIE TOSCA



ID NUMBER: 376
MAP SECTOR: I 4/5
CROSS STREETS: 44TH STREET AND
11TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: EASY ●○○○○
PRIMARY USE: BARBERS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
USING MELEE ATTACKS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18
VENUE VALUE: \$\$\$\$\$



WEST SIDE PHILLY'S



PROPRIETOR
BURPHIE MCGHEE

HISTORY

Nicky Caruso runs his bare-bones gambling operation out of this old Irish bar. Burphie McGee was around when the dangerous Irish gang known as the "Westies" ruled this turf, and he wishes his kinsmen were a little more organized compared with the Cuneos. Naturally, he doesn't wish this within earshot of Caruso.

MANDATORY MISSION VISITS

NONE



ID NUMBER: 220
MAP SECTOR: J 5
CROSS STREETS: 44TH STREET AND
10TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: EASY ●○○○○
PRIMARY USE: BUSINESS (GAMBLING
RACKET)
SECONDARY USE: BAR

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

RACKET

BOSS DIFFICULTY: EASY ●○○○○
PREFERRED EXTORTION TACTICS: USING MELEE
ATTACKS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
NICKY CARUSO



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

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WAREHOUSES & TRANSPORT HUBS

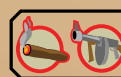
CUNEO HUB



PROPRIETOR/BOSS
"HONEST" ENZO CUNEO



MANDATORY
MISSION VISITS
NONE



RACKET TYPE: CIGARS, WEAPONS
VENUE VALUE: \$\$\$\$

ID NUMBER: 094
MAP SECTOR: K 3
CROSS STREETS: 52ND STREET
AND 9TH AVENUE
CONTROLLING FAMILY: CUNEO

PRIMARY USE: HUB WAREHOUSE
(CIGARS AND WEAPONS
RACKETS)
SECONDARY USE: NONE

BOSS DIFFICULTY: VERY HARD ●●●●●
PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 75
BOILING POINT: 90

RACKET

MINIMUM PAYOUT: 7,000
MAXIMUM PAYOUT: 28,000
MIN. PAYOUT w/ P.E.T.: 8,750
MAX. PAYOUT w/ P.E.T.: 35,000
BUYOUT PRICE: 56,000

MILK CO. WAREHOUSE



PROPRIETOR/BOSS
"MAD" MACK MACNULTY



MANDATORY MISSION VISITS
NONE



RACKET TYPE: CIGARS
VENUE VALUE: \$\$\$\$

ID NUMBER: 090
MAP SECTOR: K 6
CROSS STREETS: 41ST STREET AND
9TH AVENUE
CONTROLLING FAMILY: CUNEO

PRIMARY USE: WAREHOUSE
(CIGARS RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 60
BOILING POINT: 80

RACKET

MINIMUM PAYOUT: 3,500
MAXIMUM PAYOUT: 14,000
MIN. PAYOUT w/ P.E.T.: 4,375
MAX. PAYOUT w/ P.E.T.: 17,500
BUYOUT PRICE: 28,000

WEST PORT WAREHOUSE



PROPRIETOR/BOSS
ARNIE "THE MOOSE"
MANZANERO



ID NUMBER: 095
MAP SECTOR: H 2/3
CROSS STREETS: EXPRESSWAY
(NORTH END), PARALLEL TO 12TH
AVENUE

MANDATORY MISSION VISITS
ACT 2—MISSION 14: A RECIPE FOR REVENGE,
ACT 3—MISSION 18: SONNY'S WAR

A hard-to-find warehouse on the banks of the Hudson River, this seemingly unused warehouse offers those fleeing persecution a ship to foreign lands. It is rumored that the Cuneos are beginning to move in on this location and run a secret racket supplying nightclubs across Hell's Kitchen. Check with Sonny Corleone; he's got the information.

CONTROLLING FAMILY: CUNEO
PRIMARY USE: TRANSPORT HUB
SECONDARY USE: NONE
EXTORTION AMOUNT: N/A

SAFEHOUSES

The following residences (some of which are listed above or in the Corleone-owned section) are available to purchase at any time.

ID Number	Name	Type of Room	Cost	Weapons Ammunition	Explosives Ammunition
256	The Elegante	Hotel	\$55,000	All 1H and 2H*	None
419	Mrs. Spillane's	Hotel	\$45,000	All 1H and 2H	None
420	Providence Hotel	Hotel	\$75,000	All 1H and 2H	None

* 1H and 2H = One- and two-handed guns

CORLEONE-OWNED BUSINESSES (CANNOT BE EXTORTED)

The following businesses are owned by, or pay a tribute to, the Corleone Family. They usually contain a health bottle and have Corleone gangsters standing outside to help you in a pinch.

ABBANDANDO'S



PROPRIETOR
CHRISTOPHER "CLAMMY"
ABBANDANDO

ID NUMBER: 325
MAP SECTOR: K 3/4
CROSS STREETS: 50TH STREET AND
9TH AVENUE

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: GROCERS
SECONDARY USE: NONE
VENUE VALUE: \$\$\$\$\$

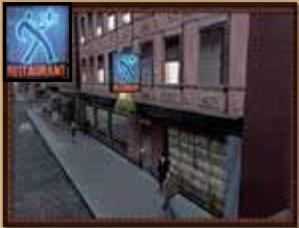


HISTORY

Old Genco Abbando started out here, and his grocery store remains in Corleone hands. Christopher "Clammy" Abbando is a nephew of the old consigliere. In the early days, Don Vito Corleone worked here prior to his rise in dominance.

MANDATORY MISSION VISITS
NONE

THE ALBATROSS GRILL



PROPRIETOR
NICKY CORLEONE

ID NUMBER: 237
MAP SECTOR: K 5
CROSS STREETS: 42ND STREET AND
9TH AVENUE

CONTROLLING FAMILY: CORLEONE
PRIMARY USE: RESTAURANT
SECONDARY USE: NONE
VENUE VALUE: \$\$\$\$\$



HISTORY

Distant Corleone relative Nicky runs this clean little joint, and he always has a knowing smile for a Family member. This place could be a good place to start when waging war in Hell's Kitchen, because there are always a few friendly Corleone associates around.

MANDATORY MISSION VISITS
ACT 2—MISSION 10: DEATH TO THE TRAITOR

HOLDEN WAREHOUSE



PROPRIETOR
DON VITO CORLEONE

ID NUMBER: 443
MAP SECTOR: I 8
CROSS STREETS: WEST 24TH
STREET AND CHELSEA STREET

CONTROLLING FAMILY: CORLEONE
DIFFICULTY: N/A
PRIMARY USE: NONE
SECONDARY USE: NONE



HISTORY

This warehouse is currently owned by the Corleones, but it's always locked. The Corleones have other priorities, and the cargo contained in the numerous crates here sits waiting to be picked up. Local informants mentioned that the Straccis could be sniffing around here, ready for a takeover.

MANDATORY MISSION VISITS
ACT 3—MISSION 19: CHANGE OF PLANS, HIT 13:
SALVATORE STRACCI

STROMBOLI SUPPLIES



PROPRIETOR
JOEL STROMBOLI

ID NUMBER: 271
MAP SECTOR: I 5
CROSS STREETS: GALVIN STREET
AND 11TH AVENUE
CONTROLLING FAMILY: CORLEONE

PRIMARY USE: ITALIAN GOODS
AND TOBACCO PRODUCTS
SECONDARY USE: CORLEONE
HANGOUT
VENUE VALUE: \$\$\$\$\$



FIGHT CLUB
BRUISER



HISTORY

This venue used to deal in circus supplies and was constantly receiving deliveries from the nearby rail yards. It is well placed to investigate the secret wheelings and dealings with black market sellers nearby. One of the senior members of the Family—Sonny Corleone—has been known to drop by here from time to time; it's a quiet place to extract information (and other, less savory material) from a foe who won't talk. This establishment also features a bruiser on the roof, ready to challenge your punching power.

MANDATORY MISSION VISITS
ACT 3—MISSION 16: THE SILENT WITNESS

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THE CUNEO COMPOUND



PROPRIETOR/BOSS
DON CUNEO

ID NUMBER: 035
MAP SECTOR: J 3
CROSS STREETS: OFF 50TH STREET
AND 10TH AVENUE
CONTROLLING FAMILY: CUNEO

VENUE VALUE: BLDG. 1: \$\$\$\$\$
VENUE VALUE: BLDG. 2: \$\$\$\$\$
PRIMARY USE: COMPOUND
SECONDARY USE: SAFEHOUSE (ONCE
SECURED)



MANDATORY MISSION VISITS
NONE



HISTORY

Nestled above the railway tracks at the north end of Hell's Kitchen is the Cuneo Compound. With only one short, and exceptionally well-defended, road leading to and from the two buildings, this is the most difficult compound to take down, aside from Barzini's fortress.

MUNICIPAL BUILDINGS

These buildings are either owned by the city or provide a service. You can bribe police at the station and heist banks once per week. Hospitals cannot be entered, but they provide a landmark reference. You can enter clinics and get health bottles. Both hospitals and clinics are buildings you appear in after you've been iced. Churches can be entered.

HELL'S KITCHEN POLICE



PROPRIETOR
POLICE CHIEF

ID NUMBER: 014
MAP SECTOR: J 4
CROSS STREETS: 48TH STREET
AND 10TH AVENUE
PRIMARY USE: POLICE STATION
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

HELL'S KITCHEN HOSPITAL



ID NUMBER: N/A
MAP SECTOR: K/L 5
CROSS STREETS: 42ND
STREET AND 8TH AVENUE
PRIMARY USE: HOSPITAL
SECONDARY USE: NONE

MANDATORY MISSION VISITS
NONE

DR. O'RIAN'S



PROPRIETOR
DOCTOR O'RIAN

ID NUMBER: 377
MAP SECTOR: K 5
CROSS STREETS: 41ST
STREET AND 9TH
AVENUE
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100

MANDATORY
MISSION VISITS
NONE



HISTORY

What was once an illegal weapons shop selling firearms to Irish immigrants (along with legal goods such as linens) is now home to the good Doctor O'Rian. Although "good" may be overstating his medical qualifications.

HOLY CROSS CHURCH



ID NUMBER: 045
MAP SECTOR: J 5
CROSS STREETS: 42ND
STREET AND 10TH AVENUE
PRIMARY USE: CHURCH
SECONDARY USE: N/A

MANDATORY MISSION VISITS
ALL TROJAN HITS (6, 7, 8, 12, 13)

HISTORY

This 1871 Roman Catholic church by Bernard Engelbert was home to Father Phillip Campbell, who after serving as chaplain to the "Fighting 70th" Division in World War I, helped to clean up Hell's Kitchen.

HELL'S KITCHEN CLINIC



PROPRIETOR
DOCTOR R. MCKAY

ID NUMBER: 378
MAP SECTOR: I 4/5
CROSS STREETS: 44TH
STREET AND 11TH
AVENUE
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100

MANDATORY
MISSION VISITS
NONE



HISTORY

Before Doctor R. McKay plied his elixir to those needing a quick pick-me-up, this place was a pawn shop run by a man called Joey Palooka, Jr. Doctor McKay, however, deals only in cold, hard cash.



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

LANDMARKS

Landmarks are useful only as reference points when traversing the area; they cannot be entered.

 <p>PENN STATION ID NUMBER: 081 MAP SECTOR: L/M 7 CROSS STREETS: 33RD STREET AND 7TH AVENUE</p>	 <p>HELL'S KITCHEN RAIL YARDS ID NUMBER: 115 MAP SECTOR: FROM I/J 3 (NORTH) TO H/I/JK 7 (SOUTH) CROSS STREETS: ACCESSED VIA 12TH AVENUE (SOUTH END)</p>	 <p>MADISON GARDENS ID NUMBER: 118 MAP SECTOR: L 4 CROSS STREETS: 49TH STREET AND 8TH AVENUE</p>
 <p>HOTEL NEW YORKER ID NUMBER: 153 MAP SECTOR: L 6 CROSS STREETS: 34TH STREET AND 8TH AVENUE</p>	 <p>GRAND POST OFFICE ID NUMBER: 155 MAP SECTOR: K/L 7 CROSS STREETS: 33RD STREET AND 9TH AVENUE</p>	 <p>HOTEL PENNSYLVANIA ID NUMBER: 156 MAP SECTOR: M/N 6/7 CROSS STREETS: 33RD STREET AND BROADWAY</p>

BLACK MARKET MERCHANTS

The following merchants ply their illegal trades throughout this area. The cost of each item is detailed in the "Training" section of this guide.

 <p>MERCHANT 1 MERCHANDISE: BOMB MAP SECTOR: H 3</p>	 <p>MERCHANT 2 MERCHANDISE: MAGNUM LEVEL 3 MAP SECTOR: K 3</p>	 <p>MERCHANT 3 MERCHANDISE: MAGNUM MAP SECTOR: K 4</p>	 <p>MERCHANT 4 MERCHANDISE: SHOTGUN MAP SECTOR: J 5</p>	 <p>MERCHANT 5 MERCHANDISE: PISTOL MAP SECTOR: H/I 5</p>	 <p>MERCHANT 6 MERCHANDISE: MAGNUM LEVEL 2 MAP SECTOR: H/I 5</p>
 <p>MERCHANT 7 MERCHANDISE: REVOLVER MAP SECTOR: J/K 5</p>	 <p>MERCHANT 8 MERCHANDISE: MOLOTOV COCKTAIL MAP SECTOR: H 6</p>	 <p>MERCHANT 9 MERCHANDISE: TOMMY GUN MAP SECTOR: M 7</p>	 <p>MERCHANT 10 MERCHANDISE: MAGNUM MAP SECTOR: I 9</p>	 <p>MERCHANT 11 MERCHANDISE: MOLOTOV COCKTAIL MAP SECTOR: I 9</p>	 <p>MERCHANT 12 MERCHANDISE: BOMB MAP SECTOR: J 5</p>

MISCELLANEOUS OCCURRENCES

There are often many odd, strange, or dangerous occurrences to stumble upon:

Type	Location	BMM Involved?	Chance (Day)	Chance (Night)	Reward (Min)	Reward (Max)	Description
Ambush	Western shipping yard near 12th Ave.	Bomb	20%	60%	None	None	Possible ambush after buying a bomb
Ambush	33rd St. off 7th Ave.	Tommy Gun	20%	60%	None	None	Possible ambush after buying some tommy gun ammo
Ambush	The northern park on 52nd St.	Magnum Lvl. 3	40%	100%	None	None	Possible ambush after upgrading the magnum
Family Fight	The court at the end of Galvin St.	Pistol/Magnum Lvl. 2	30%	100%	None	None	Possible ambush when approaching the magnum upgrade black market merchant
Family Fight	Under the highway just south of the main area of Hell's Kitchen	N/A	40%	100%	\$1,000	\$1,000	One of the gangsters under this overpass has some money for the taking
Stolen shipment	The northernmost section of the train yard	N/A	100%	100%	\$2,500	\$10,000	Once per visit to this area, you can steal the shipment from some gangsters
Execution	In the alley north of 42nd St. between 9th and 10th Ave.	N/A	50%	50%	None	None	Rival Family executes an innocent
Execution	In Marinelli's Fish Shop on 42nd St. between 10th and 11th Ave.	N/A	50%	50%	None	None	Rival Family executes an innocent
Stolen shipment	In the sewers around Peter, Philip, and Luce St. on the highway	Molotov	100%	100%	\$10,000	\$25,000	Once per visit to this area, you can steal the shipment from a gang of Bell boys

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FBI AGENTS



BRIBE: \$3,000
MAP SECTOR: J 5
CROSS STREETS: 42ND
STREET AND 10TH
AVENUE (CRYPT OF HOLY
CROSS CHURCH)

These agents are crooked and well-hidden. Locate them during a mob war to lower the vendetta rating of the rival Family and win the war.

FILM REELS

There are a number of film reels to collect (and a total of 100 across all areas of the city). Find them for 1,000 respect each, plus unlock movies in the Main menu. It isn't necessary to collect them for game completion, however, and they can be collected in any order.



INSIDE THE BOXCAR



IN THE NORTHEAST CORNER
OF THE PARK, BETWEEN THE
FENCE AND THE BUILDINGS



BEHIND THE TRASH BIN NEAR
CASEY QUINN'S BUTCHER
SHOP



ON THE EAST SIDE OF THE
RAIL YARD TUNNEL UNDER
46TH ST.



BETWEEN THE LOW WALL AND
THE FENCE



NEXT TO THE STAIRS IN BACK
OF M. POWERS & SONS
BAKERY



BEHIND THE BOX OFFICE



BEHIND THE BRICK BUILDING
TO THE WEST OF THE RAIL
YARD RAMP



BEHIND THE NORTHERN
PLANTER



BEHIND THE PLANTER



JUST INSIDE THE HELL'S
KITCHEN HOSPITAL'S YARD,
ON THE RIGHT



NEXT TO THE TRASH BIN
ACROSS THE STREET FROM
CARUSO!



TUCKED ON THE EAST SIDE,
BETWEEN THE LOW WALL AND
THE BUILDING



BEHIND THE FENCE NEXT TO
MRS. SPILLANE'S BOARDING
HOUSE



BEHIND THE TRASH CANS



BEHIND THE PILLAR



AT THE SOUTHERN TIP OF THE
WALLED-OFF AREA UNDER THE
WEST SIDE HIGHWAY



UPSTAIRS, IN THE NORTHWEST
CORNER OF THE FENCED-IN
AREA



IN THE SEWERS, NEAR THE
BOTTOM OF THE STAIRS AT
THE CORNER OF PETER AND
KENNEDY STREETS



UNDER A STREET LAMP ON
THE SIDE OF THE WEST SIDE
HIGHWAY

A Tour of Midtown

A BRIEF HISTORY OF MIDTOWN

Midtown Manhattan features some of the world's most recognizable buildings, such as St. Patrick's Cathedral (completed 1878), the Rockefeller Center (1930s) and the Empire State Building (1931). All these are contained on this section of island first discovered by Europeans in 1524 with the arrival of the Italian explorer Giovanni da Verrazano. It was settled by the Dutch in 1613 as a trading post. By the mid 20th century, this bustling metropolis, having weathered the great depression, attracts thousands of new immigrants, awed by the gigantic skyscrapers and the chance for a better life. Gaining a foothold in the core of the Big Apple won't be easy though; the ruthless Barzini Family, known as the most feared Family of all, has a comprehensive network throughout this part of town.



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Louis' Restaurant
Lumpy's Bar
The Luna Bar
Madame Polly's Mookie's
Orchid Inc.
Palladio Willow
The Peak
Raphael's
Saint Alban's Hotel
Savannah Hotel
Tito Morelli's
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BUSINESSES AND RACKETS

THE CARNEGIE CLUB



PROPRIETOR
FERNANDO RIVIERA

ID NUMBER: 071
MAP SECTOR: O 3
CROSS STREETS: 58TH STREET AND FIFTH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (BROTHELS RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE (AFTER PURCHASE: \$125,000)

PREFERRED EXTORTION TACTICS: THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

MANDATORY MISSION VISITS
NONE

HISTORY

A discerning proprietor and a mysterious character, Fernando Rivera runs the Carnegie Club like a prison warden; little wonder, as this place is, to all intents and purposes, the Barzini Family social club. Outsiders here stick out like a sore thumb, so prepare yourself if you visit.



RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: THREATENING WITH FIREARMS
BREAKING POINT: 50
BOILING POINT: 70
MINIMUM PAYOUT: 1,000
MAXIMUM PAYOUT: 4,000
MIN. PAYOUT w/ P.E.T.: 1,250
MAX. PAYOUT w/ P.E.T.: 5,000
BUYOUT PRICE: 3,200



RACKET BOSS
MARGO LE MAUVAIS



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$

CHATEAU TOLEDO



PROPRIETOR
HERRIMAN KATZ

ID NUMBER: 258
MAP SECTOR: Q 5
CROSS STREETS: 42ND STREET AND SECOND AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (EXOTIC CARS RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

MANDATORY MISSION VISITS
NONE

HISTORY

This is an elegant Midtown nightspot, and the owners are pretty dapper. However, looks can deceive—Katz and Fattorini know when to get their hands dirty. This is another tough link in the Barzini's exotic car business chain.



RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
FREDDIE FATTORINI



RACKET TYPE: EXOTIC CARS
VENUE VALUE: \$\$\$\$

THE COLONIAL CLUB



PROPRIETOR
BARON "VON" RIESENBERGER

ID NUMBER: 364
MAP SECTOR: N 5
CROSS STREETS: 42ND STREET AND SIXTH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●
PRIMARY USE: BUSINESS (EXOTIC CARS RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS: USING FIREARMS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43

MANDATORY MISSION VISITS
NONE

HISTORY

A slightly deranged German fellow going by the name of Baron "Von" Riesenberger runs this, the hottest dance club in Midtown. This is also the perfect cover for Carmine Barzini (second cousin to Don Barzini himself) to wheel and deal in slick new motor cars.



RACKET

BOSS DIFFICULTY: VERY HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
CARMINE BARZINI



RACKET TYPE: EXOTIC CARS
VENUE VALUE: \$\$\$\$

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

FLOWERS OF SCOTLAND



PROPRIETOR
SCOTTIE HARRIS

HISTORY
Gruff and no-nonsense Scotsman Ross "Scottie" Harris recently had his tidy little independent brothel taken over by Stracci pimp Tino Bondsagna. Scottie should be easy to get back on the Corleone side (he's a good man at heart), while Tino isn't the hoodlum he thinks he is.



MANDATORY MISSION VISITS
NONE



SAFE
CRACK
IT!

ID NUMBER: 289
MAP SECTOR: P 6
CROSS STREETS: 37TH STREET AND
LEXINGTON AVENUE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: MEDIUM ●●●●○
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: FLORIST

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26

RACKET
BOSS DIFFICULTY: EASY ●●●●○
PREFERRED EXTORTION TACTICS: THREATENING
WITH FIREARMS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 400
MAXIMUM PAYOUT: 1,600
MIN. PAYOUT w/ P.E.T.: 500
MAX. PAYOUT w/ P.E.T.: 2,000
BUYOUT PRICE: 1,600



RACKET BOSS
TINO BONDSAGNA



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$\$

HAWK'S STEAKHOUSE



PROPRIETOR
HAWKEYE HOWE

HISTORY
Mob boss Mikey Perroni was gunned down here in 1942, and since then the Cuneos have defended this restaurant racket node to the death. Tammany Tom Wilson is the paid enforcer and comes from a long line of murderers, thieves, and no-good punks. He's prepared to dip into the Cuneo firearms collection to solve disputes.



MANDATORY MISSION VISITS
NONE



SAFE
CRACK
IT!

ID NUMBER: 239
MAP SECTOR: N 8
CROSS STREETS: BROADWAY, SOUTH OF
33RD STREET
CONTROLLING FAMILY: CUNEO
DIFFICULTY: HARD ●●●●○
PRIMARY USE: BUSINESS (WEAPONS
RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

RACKET
BOSS DIFFICULTY: HARD ●●●●○
PREFERRED EXTORTION TACTICS: THROWS, SLAMS,
AND LEANS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
TAMMANY TOM WILSON



RACKET TYPE: WEAPONS
VENUE VALUE: \$\$\$\$\$

HOTEL MADISON



PROPRIETOR
EILEEN ROCKEFELLER

HISTORY
The once-classy Hotel Madison has started to hit the skids ever since Willy "Pimpy" Palermينو moved in and pushed around the eminently shovable Eileen Rockefeller. She's hoping for a less-terrifying tenant, but Palermينو isn't going anywhere. He's the vicious sort, and it's going to be tough to challenge in his "girlie" empire.



MANDATORY MISSION VISITS
NONE



SAFE
CRACK
IT!

ID NUMBER: 259
MAP SECTOR: O 4
CROSS STREETS: 49TH STREET AND
FIFTH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: MEDIUM ●●●●○
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE
(AFTER PURCHASE: \$100,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 40
BOILING POINT: 60
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 23

RACKET
BOSS DIFFICULTY: VERY HARD ●●●●○
PREFERRED EXTORTION TACTICS: THREATENING
WITH FIREARMS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 1,000
MAXIMUM PAYOUT: 4,000
MIN. PAYOUT w/ P.E.T.: 1,250
MAX. PAYOUT w/ P.E.T.: 5,000
BUYOUT PRICE: 4,000



RACKET BOSS
PIMPY PALERMINO



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$\$

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Isao Kimota's Barbers



PROPRIETOR
ISAO KIMOTA

HISTORY

Isao Kimota brings great eastern expertise to his sublime cutting technique. He's a true artist. Pity he's in the Barzini pocket; the Corleones would love it if he slit a few of their throats while he's at it. Perhaps if he had a little protection, he could concentrate on preening the clients he really wants.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 380
MAP SECTOR: P 6
CROSS STREETS: 40TH STREET AND
THIRD AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●
PRIMARY USE: BARBERS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43
VENUE VALUE: \$\$\$\$\$



J. Sizzle's Steakhouse



PROPRIETOR
JAY SIZZLE

HISTORY

Jay Sizzle was once a big man in this town, with a chain of restaurants that stretched from Brooklyn to Jersey. Now he's down on his luck and has enlisted the help of tough Cuneo torpedo Lorenzo "the Oil" Allegro. But he's a Corleone at heart and longs to be helped out by the Family he's really loyal to.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 241
MAP SECTOR: O 6
CROSS STREETS: 40TH STREET AND
FIFTH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (CIGARS
RACKET)
SECONDARY USE: RESTAURANT

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35

RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MIN. PAYOUT W/ P.E.T.: 750
MAX. PAYOUT W/ P.E.T.: 3,000
BUYOUT PRICE: 2,400



RACKET BOSS
LORENZO ALLEGRO

RACKET TYPE: CIGARS
VENUE VALUE: \$\$\$\$\$

Louis' Restaurant



PROPRIETOR
LOUIS BOCCICCHIO

HISTORY

This is a Barzini-owned eatery, but it's seen in many Mafioso circles as a safe enough establishment for a sit-down meeting, thanks to a heavy police presence (the cop shop is just up the street). An assassin nicknamed "The Turk" is said to favor this place, along with a crooked police captain named McCluskey.

MANDATORY MISSION VISITS
ACT 2—MISSION 14: A RECIPE FOR REVENGE



ID NUMBER: 249
MAP SECTOR: Q 7
CROSS STREETS: 25TH STREET AND
THIRD AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●
PRIMARY USE: RESTAURANT
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43
VENUE VALUE: \$\$\$\$\$



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

LUMPY'S BAR



PROPRIETOR
ANGELA "LUMPY"
LAURENT

HISTORY

Enrico "Ghosty" Grosser is a hard man to pin down (hence his nickname), but he provides experienced and hardened support to the Laurent Family who owns this Bar. Angela "Lumpy" Laurent inherited the nickname from her grandfather, who founded the bar.

MANDATORY MISSION VISITS

NONE



RACKET



RACKET BOSS
ENRICO "GHOSTY"
GROSSER

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: THREATENING
WITH MELEE ATTACKS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



ID NUMBER: 444
MAP SECTOR: L/M 3
CROSS STREETS: 57TH STREET AND
BROADWAY
CONTROLLING FAMILY: CUNEO
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BUSINESS (WEAPONS
RACKET)
SECONDARY USE: BAR

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 40
BOILING POINT: 60
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 23

THE LUNA BAR



PROPRIETOR
ROBERTO PIZZINI

HISTORY

This is the bar where Luca Brasi goes to meet Bruno Tattaglia and Sollozzo. It's a Tattaglia stronghold owned by Bruno himself, and Brasi must be extra-careful he doesn't end up dead. Bruno's just finished installing a blown-glass set of windows with a fish design. He and Sollozzo are regulars at this place.

MANDATORY MISSION VISITS

ACT 1—MISSION 4: SLEEPING WITH THE FISHES

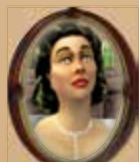


ID NUMBER: 222
MAP SECTOR: O/P 6
CROSS STREETS: 40TH STREET AND
PARK AND FOURTH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: MEDIUM ●●●●●
PRIMARY USE: BAR
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING WITH FIREARMS
BREAKING POINT: 45
BOILING POINT: 70
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 26
VENUE VALUE: \$\$\$\$\$



MADAME POLLY'S



PROPRIETOR
POLLY PAGLIACCI

HISTORY

This is home of the famous Midtown madam, Polly Pagliacci. She runs this brothel racket along with the glamorous Candice DeNunzio. Don't let her good looks fool you—this is a tough joint to takeover!

MANDATORY MISSION VISITS

NONE



RACKET



RACKET BOSS
CANDICE DENUNZIO

BOSS DIFFICULTY: VERY HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-
HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 1,000
MAXIMUM PAYOUT: 4,000
MIN. PAYOUT w/ P.E.T.: 1,250
MAX. PAYOUT w/ P.E.T.: 5,000
BUYOUT PRICE: 4,000



ID NUMBER: 361
MAP SECTOR: O 6
CROSS STREETS: 37TH STREET AND
FIFTH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: HARD ●●●●●
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: NIGHTCLUB

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 50
BOILING POINT: 70
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 29

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The Luna Bar
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Orchid Inc.
Palladio Willow
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Mookie's



PROPRIETOR
EDWARD M. BEAUX

ID NUMBER: 381
MAP SECTOR: O/P 6
CROSS STREETS: 37TH STREET AND
FOURTH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●
PRIMARY USE: TAILORS
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43
VENUE VALUE: \$\$\$\$\$

HISTORY

Edward M. Beaux—Mookie to his close friends—is the sleazeball responsible for keeping the Barzini's looking sharp, and is also a furrier with a stock of expensive skins. The quality of his tailoring is good, but perhaps his client base needs to be trimmed or removed permanently.

MANDATORY MISSION VISITS

NONE

SAFE

NONE



ORCHID INCORPORATED



PROPRIETOR
ANTONIO LAHOOD

ID NUMBER: 272
MAP SECTOR: Q 7
CROSS STREETS: 30TH STREET AND
SECOND AVENUE
CONTROLLING FAMILY: STRACCI
DIFFICULTY: EASY ●●●●●
PRIMARY USE: BUSINESS (BROTHELS
RACKET)
SECONDARY USE: FLORIST

PREFERRED EXTORTION TACTICS:
THROWS, SIAMS, AND LEANS
BREAKING POINT: 30
BOILING POINT: 60
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18

HISTORY

Stracci brothels aren't as distasteful as the Tattaglia's attempts, but are still pretty rudimentary; there's a girl, a bed, and if you're lucky, a room to yourselves. This operation is no different—it's low rent, and the flowers downstairs aren't even that fresh.

MANDATORY MISSION VISITS

NONE

SAFE

CRACK IT!



RACKET

BOSS DIFFICULTY: EASY ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 200
MAXIMUM PAYOUT: 800
MIN. PAYOUT w/ P.E.T.: 250
MAX. PAYOUT w/ P.E.T.: 1,000
BUYOUT PRICE: 1,600



RACKET BOSS
NINA LOGGIA



RACKET TYPE: BROTHELS
VENUE VALUE: \$\$\$\$\$

PALLADIO WILLOW



PROPRIETOR
MAGGIE MCCRACKEN

ID NUMBER: 319
MAP SECTOR: Q 7
CROSS STREETS: 25TH STREET AND
FIFTH AVENUE
CONTROLLING FAMILY: TATTAGLIA
DIFFICULTY: EASY ●●●●●
PRIMARY USE: FLORIST
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
REASONING/INTIMIDATING
BREAKING POINT: 30
BOILING POINT: 50
MINIMUM PAYOUT: 300
MAXIMUM PAYOUT: 1,200
MINIMUM PAYOUT WITH P.E.T.: 375
MAXIMUM PAYOUT WITH P.E.T.: 1,500
"NO PRESSURE" LEVEL: 18
VENUE VALUE: \$\$\$\$\$

HISTORY

Maggie just wants to be left alone to run her small flower shop business, but she's in no physical state to tackle the Tattaglia goons that take an increasingly outrageous percentage of her earnings. Take the Tattaglias out of her life and make her a happy girl. She'll be grateful.

MANDATORY MISSION VISITS

ACT 4—MISSION 23: BAPTISM OF FIRE

SAFE

CRACK IT!



TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

THE PEAK



PROPRIETOR
TOBEN GREENWOOD

HISTORY

Toben Greenwood was a promising "Rookie of the Year" with the Dodgers when he fell into a huge gambling debt and the harsh hand of Moe Green. Now, as the notional "manager" of the swankiest hotel in town, he simply bides his time.

MANDATORY MISSION VISITS
NONE



RACKET

BOSS DIFFICULTY: VERY HARD
PREFERRED EXTORTION TACTICS: THREATENING INNOCENTS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 1,000
MAXIMUM PAYOUT: 4,000
MIN. PAYOUT w/ P.E.T.: 1,250
MAX. PAYOUT w/ P.E.T.: 5,000
BUYOUT PRICE: 4,000



RACKET BOSS
RAPHAEL "THE JACK"
RULANDI



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$

ID NUMBER: 360
MAP SECTOR: P 5
CROSS STREETS: 42ND STREET AND LEXINGTON AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD
PRIMARY USE: BUSINESS (GAMBLING RACKET)
SECONDARY USE: HOTEL, SAFEHOUSE (AFTER PURCHASE: \$150,000)

PREFERRED EXTORTION TACTICS: THREATENING INNOCENTS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43

RAPHAEL'S



PROPRIETOR
SUZIE BOCCINO

HISTORY

With his earnings from working at the Peak, Raphael "the Jack" Rulandi bought himself a little flower shop and put his girl Susie in charge. It's all about love, obviously, although it means more overall income for the Barzini.

MANDATORY MISSION VISITS
NONE



ID NUMBER: 314
MAP SECTOR: N 6
CROSS STREETS: 40TH STREET AND SIXTH AVENUE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: MEDIUM
PRIMARY USE: FLORIST
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS: REASONING/INTIMIDATING
BREAKING POINT: 40
BOILING POINT: 60
MINIMUM PAYOUT: 450
MAXIMUM PAYOUT: 1,800
MINIMUM PAYOUT WITH P.E.T.: 565
MAXIMUM PAYOUT WITH P.E.T.: 2,250
"NO PRESSURE" LEVEL: 23
VENUE VALUE: \$\$\$\$\$



SAINT ALBAN'S HOTEL



PROPRIETOR
ANGELO PERRONI

HISTORY

The Straccis are fond of the St. Alban's Hotel in Midtown and often hold Family meetings here. Like the Cuneos, they've nixed any rackets at the place, as it interferes with security during their sit-down sessions. They prefer this to any venue in New Jersey; most know instantly why this is.

MANDATORY MISSION VISITS
ACT 4—MISSION 23: BAPTISM OF FIRE



ID NUMBER: 257
MAP SECTOR: O/P 10
CROSS STREETS: 18TH STREET AND BROADWAY
CONTROLLING FAMILY: STRACCI
DIFFICULTY: VERY EASY
PRIMARY USE: HOTEL
SECONDARY USE: SAFEHOUSE (AFTER PURCHASE: \$85,000)

PREFERRED EXTORTION TACTICS: THREATENING INNOCENTS
BREAKING POINT: 15
BOILING POINT: 55
MINIMUM PAYOUT: 150
MAXIMUM PAYOUT: 600
MINIMUM PAYOUT WITH P.E.T.: 190
MAXIMUM PAYOUT WITH P.E.T.: 750
"NO PRESSURE" LEVEL: 9
VENUE VALUE: \$\$\$\$\$



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PROPRIETOR
UMBERTO RAFFINI

ID NUMBER: 265
MAP SECTOR: M 4
CROSS STREETS: 49TH STREET AND 7TH AVENUE
CONTROLLING FAMILY: CUNEO
DIFFICULTY: HARD ●●●●●
PRIMARY USE: HOTEL
SECONDARY USE: SAFEHOUSE (AFTER PURCHASE: \$115,000)

PREFERRED EXTORTION TACTICS:
THREATENING INNOCENTS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$\$

HISTORY

The Cuneos like to have their Family meetings at this fancy Midtown hotel. There are no rackets in here because everyone is busy trying to have a good time, and the extra heat that rackets cause isn't good for business sit-downs.



SAFE

CRACK IT!

MANDATORY MISSION VISITS
ACT 4—MISSION 23: BAPTISM OF FIRE



Tito Morelli's



PROPRIETOR
TITO MORELLI

ID NUMBER: 273
MAP SECTOR: P 6
CROSS STREETS: 34TH STREET AND LEXINGTON AVENUE
CONTROLLING FAMILY: TATAGLIA
DIFFICULTY: HARD ●●●●●
PRIMARY USE: UNDERTAKER
SECONDARY USE: NONE

PREFERRED EXTORTION TACTICS:
THROWS, SLAMS, AND LEANS
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 600
MAXIMUM PAYOUT: 2,400
MINIMUM PAYOUT WITH P.E.T.: 750
MAXIMUM PAYOUT WITH P.E.T.: 3,000
"NO PRESSURE" LEVEL: 35
VENUE VALUE: \$\$\$\$\$

HISTORY

Tito Morelli handles all the dead Tattaglias and this is their funeral home of choice. No other Family's gangster worth his salt would die and end up here.



MANDATORY MISSION VISITS
ACT 3—MISSION 16: THE SILENT WITNESS



West Side Willy's



PROPRIETOR
WILLY AGUILARE

ID NUMBER: 359
MAP SECTOR: L 2
CROSS STREETS: COLUMBUS CIRCLE
CONTROLLING FAMILY: BARZINI
DIFFICULTY: VERY HARD ●●●●●
PRIMARY USE: BUSINESS (DIAMONDS RACKET)
SECONDARY USE: BAKERS

PREFERRED EXTORTION TACTICS:
USING FIREARMS
BREAKING POINT: 75
BOILING POINT: 90
MINIMUM PAYOUT: 750
MAXIMUM PAYOUT: 3,000
MINIMUM PAYOUT WITH P.E.T.: 940
MAXIMUM PAYOUT WITH P.E.T.: 3,750
"NO PRESSURE" LEVEL: 43

HISTORY

"West Side" Willy Aguilare may be fronting a diamonds racket, but he's the glittering star here. It's a pity he doesn't sing any more—the good kind of singing. Connie "the Caldron" Smith seems like a nice man, but don't cross him. Underneath he's a stone-faced killer, and he keeps the ovens hot in case he needs to cook more than cakes.



SAFE

CRACK IT!

MANDATORY MISSION VISITS
NONE

RACKET

BOSS DIFFICULTY: HARD ●●●●●
PREFERRED EXTORTION TACTICS: ANY; HAND-TO-HAND STRIKES
BREAKING POINT: 60
BOILING POINT: 80
MINIMUM PAYOUT: 800
MAXIMUM PAYOUT: 3,200
MIN. PAYOUT w/ P.E.T.: 1,000
MAX. PAYOUT w/ P.E.T.: 4,000
BUYOUT PRICE: 3,200



RACKET BOSS
CONNIE "THE CALDRON" SMITH



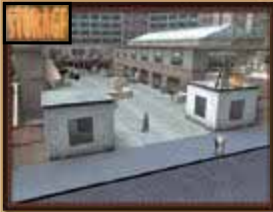
RACKET TYPE: DIAMONDS
VENUE VALUE: \$\$\$\$\$

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

WAREHOUSES & TRANSPORT HUBS

BARZINI HUB



PROPRIETOR/BOSS
"DEADLY" EDUARDO
BARZINI



MANDATORY
MISSION VISITS
NONE



RACKET TYPE: DIAMONDS, EXOTIC CARS
VENUE VALUE: \$\$\$\$\$

ID NUMBER: 097
MAP SECTOR: R 5
CROSS STREETS: INDUSTRIAL
ROAD AND CONNECTICUT ST.
CONTROLLING FAMILY: BARZINI

PRIMARY USE: HUB WAREHOUSE
(DIAMONDS AND EXOTIC CARS
RACKETS)
SECONDARY USE: NONE

BOSS DIFFICULTY: VERY HARD ●●●●●
PREFERRED EXTORTION TACTICS:
THROWS, SIAMS, AND LEANS
BREAKING POINT: 75
BOILING POINT: 90

RACKET

MINIMUM PAYOUT: 10,000
MAXIMUM PAYOUT: 40,000
MIN. PAYOUT w/ P.E.T.: 12,500
MAX. PAYOUT w/ P.E.T.: 50,000
BUYOUT PRICE: 80,000

PALERMO WAREHOUSE



PROPRIETOR/BOSS
"SONGBIRD" FINCH



MANDATORY MISSION VISITS
NONE



RACKET TYPE: DIAMONDS
VENUE VALUE: \$\$\$\$

ID NUMBER: 098
MAP SECTOR: Q 4/5
CROSS STREETS: 43RD STREET
AND SECOND AVENUE
CONTROLLING FAMILY: BARZINI

PRIMARY USE: WAREHOUSE
(DIAMONDS RACKET)
SECONDARY USE: NONE

BOSS DIFFICULTY: VERY HARD ●●●●●
PREFERRED EXTORTION TACTICS: USING
MELEE ATTACKS
BREAKING POINT: 75
BOILING POINT: 90

RACKET

MINIMUM PAYOUT: 5,000
MAXIMUM PAYOUT: 20,000
MIN. PAYOUT w/ P.E.T.: 6,250
MAX. PAYOUT w/ P.E.T.: 25,000
BUYOUT PRICE: 40,000

SAFEHOUSES

The following residences (some of which are listed above or in the Corleone-owned section) are available to purchase at any time.

ID Number	Name	Type of Room	Cost	Weapons Ammunition	Explosives Ammunition
71	Carnegie Club	Hotel	\$125,000	All 1H and 2H*	Molotovs, dynamite, bomb
257	St. Alban's Hotel	Hotel	\$85,000	All 1H and 2H	Dynamite
259	Hotel Madison	Hotel	\$100,000	All 1H and 2H	Molotovs and dynamite
265	Savannah Hotel	Hotel	\$115,000	All 1H and 2H	Molotovs and dynamite
360	The Peak	Hotel	\$150,000	All 1H and 2H	Molotovs, dynamite, bomb
421	Motor Repair	Apartment	\$80,000	All 1H and 2H	Molotovs
422	Chateau Leive	Hotel	Gifted during missions	None	None

* 1H and 2H = One- and two-handed guns

CORLEONE-OWNED BUSINESSES (CANNOT BE EXTORTED)

The following businesses are owned by, or pay a tribute to, the Corleone Family. They usually contain a health bottle and have Corleone gangsters standing outside to help you in a pinch.

CHATEAU LEIVE



PROPRIETOR
GURN BLUNSTONE

ID NUMBER: 422
MAP SECTOR: O 6
CROSS STREETS: 34TH STREET AND
MADISON COURT
CONTROLLING FAMILY: CORLEONE

DIFFICULTY: N/A
PRIMARY USE: HOTEL
SECONDARY USE: SAFEHOUSE
(ONCE GIFTED)
VENUE VALUE: \$\$\$\$\$

HISTORY

Gurn is a good man, and the safehouse is an excellent location, being equidistant from Little Italy and Hell's Kitchen. This is useful as a base once you're awarded a room here.

MANDATORY MISSION VISITS

ACT 2—MISSION 13: THE LOVE NEST, ACT 3—MISSION 15:
NOW IT'S PERSONAL

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CORCORAN'S PERCH



PROPRIETOR
BUDDY CORCORAN

ID NUMBER: 221
MAP SECTOR: P 9
CROSS STREETS: 23RD STREET AND
FOURTH AVENUE
CONTROLLING FAMILY: CORLEONE

DIFFICULTY: N/A
PRIMARY USE: BUSINESS
(GAMBLING RACKET)
SECONDARY USE: BAR



RACKET TYPE: GAMBLING
VENUE VALUE: \$\$\$\$\$



FIGHT CLUB
BRUISER



MANDATORY MISSION VISITS
ACT 2—MISSION 11: FRIENDS AND ENEMIES

HISTORY

Buddy, the owner and barman, is reputed to be related to famous gangsters, and he's a devoted Corleone associate through and through. Friends of the Family are always welcome here, and in fact, many appear on their way to and from business in Midtown. This establishment also features a bruiser in the racket room, ready to challenge your punching power.

LUCY'S APARTMENT (A.K.A. MOTOR REPAIR)



OWNER
SONNY CORLEONE

ID NUMBER: 421
MAP SECTOR: Q/R 5
CROSS STREETS: 41ST STREET AND
CITY PLACE
CONTROLLING FAMILY: CORLEONE
DIFFICULTY: N/A

PRIMARY USE: SAFEHOUSE (GIVEN
DURING MISSION OR PURCHASE
FOR \$80,000)
SECONDARY USE: NONE
EXTORTION AMOUNT: N/A



MANDATORY MISSION VISITS
ACT 3—MISSION 18: SONNY'S WAR

HISTORY

A known Corleone hangout and hideout, this apartment sells room for inflated prices, but you have peace of mind knowing Lucy Mancini, Sonny's mistress, isn't likely to be a hit target, as she's out of town. Once you've purchased this safehouse, you can launch attacks on Midtown from here, but remember this is a dangerous territory.

COMPOUND

THE BARZINI COMPOUND



PROPRIETOR/BOSS
DON EMILIO BARZINI

ID NUMBER: 036
MAP SECTOR: P/Q 2
CROSS STREETS: EAST 79TH STREET
AND PARK AVENUE/FOURTH AVENUE
CONTROLLING FAMILY: BARZINI

VENUE VALUE: BLDG. 1: \$\$\$\$\$
VENUE VALUE: BLDG. 2: \$\$\$\$\$
VERY HARD
PRIMARY USE: COMPOUND
SECONDARY USE: NONE



MANDATORY MISSION VISITS
NONE



HISTORY

One of the biggest challenges that you'll face is an assault on the Barzini Compound. Although the road into the place is short, the Family has some keen and cunning hit men ready to repel your attacks. This is the toughest building you'll ever tackle.

MUNICIPAL BUILDINGS

These buildings are either owned by the city or provide a service. You can bribe police at the station and heist banks once per week. Hospitals cannot be entered, but they provide a landmark reference. You can enter clinics and get health bottles. Both hospitals and clinics are buildings you appear in after you've been iced. Churches can be entered.

MIDTOWN PRECINCT POLICE STATION



PROPRIETOR
POLICE CHIEF

ID NUMBER: 018
MAP SECTOR: Q 6
CROSS STREETS: 40TH STREET
AND THIRD STREET
CONTROLLING FAMILY: N/A
DIFFICULTY: N/A
PRIMARY USE: POLICE STATION
SECONDARY USE: N/A
EXTORTION AMOUNT: N/A

MANDATORY MISSION VISITS
HIT 15: BIG BOBBY TORO

MANHATTAN TRUST



ID NUMBER: 027
MAP SECTOR: P 5/6
CROSS STREETS: 40TH
STREET; PARK AVENUE
AND FOURTH AVENUE
VENUE VALUE: \$\$\$\$\$
PRIMARY USE: BANK
SECONDARY USE: N/A
PAYOUT: \$50,000

MANDATORY MISSION VISITS
NONE

TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown

DR. ALEXANDER NOEL



PROPRIETOR
DR. ALEXANDER NOEL

ID NUMBER: 373
MAP SECTOR: Q 6
CROSS STREETS: 34TH
STREET AND THIRD
AVENUE
PRIMARY USE: DOCTOR
SECONDARY USE: NONE
HEALTH PRESCRIPTION: \$100



HISTORY

This clinic was hastily converted from a Russian jewelry store. A Corleone-approved doctor can help you out with medical attention.

MANDATORY
MISSION VISITS
NONE

SAINT CHARLOTTE'S



ID NUMBER: 041
MAP SECTOR: Q 5
CROSS STREETS: 42ND STREET
AND THIRD AVENUE
PRIMARY USE: CHURCH
SECONDARY USE: N/A
EXTORTION AMOUNT: N/A

MANDATORY
MISSION VISITS
HIT 18: EMILIO
BARZINI JR.

HISTORY

St. Charlotte's is the church the Barzini's hold dear, and they perform many ceremonies, from baptisms to marriages to funerals, at this venue. Close to the compound, the church offers reasonably good security; no one would dare massacre Barzini's in this place of worship.

MIDTOWN BANK



ID NUMBER: 028
MAP SECTOR: P 2
CROSS STREETS: 60TH
STREET AND FOURTH
AVENUE
VENUE VALUE: \$\$\$\$\$
PRIMARY USE: BANK
SECONDARY USE: N/A
PAYOUT: \$20,000

MANDATORY MISSION VISITS
NONE

MIDTOWN HOSPITAL



ID NUMBER: 005
MAP SECTOR: Q 7/8
CROSS STREETS: 29TH
STREET AND HOSPITAL
STREET
DIFFICULTY: N/A
MISSIONS: NONE
PRIMARY USE: HOSPITAL
SECONDARY USE: N/A

MANDATORY MISSION VISITS
NONE

LANDMARKS

Landmarks are useful only as reference points when traversing the area; they cannot be entered.

GRAND CENTRAL STATION



ID NUMBER: 082
MAP SECTOR: P 4/5
CROSS STREETS: 42ND
STREET AND VANDERBILT
AVENUE

ROCKEFELLER CENTER



ID NUMBER: 157
MAP SECTOR: N/O 4
CROSS STREETS: 49TH
STREET AND FIFTH
AVENUE

NY CENTRAL BUILDING



ID NUMBER: 159
MAP SECTOR: P 4
CROSS STREETS: PARK
AVENUE/4TH AVENUE

EMPIRE STATE BUILDING



ID NUMBER: 160
MAP SECTOR: N/O 6/7
CROSS STREETS: 33RD
STREET AND FIFTH
AVENUE

PLAZA HOTEL



ID NUMBER: 162
MAP SECTOR: N 2
CROSS STREETS: CENTRAL
PARK SOUTH AND GRAND
ARMY PLAZA

NY LIBRARY



ID NUMBER: 163
MAP SECTOR: N/O 5
CROSS STREETS: 40TH
STREET AND FIFTH
AVENUE (NEXT TO BRYANT
PARK)

CHRYSLER BUILDING



ID NUMBER: 164
MAP SECTOR: Q 5
CROSS STREETS: 42ND
STREET, FACING AVENUE
STREET

MET LIFE TOWERS



ID NUMBER: 165
MAP SECTOR: O/P 8
CROSS STREETS: 23RD,
24TH, AND 25TH STREETS,
AND FOURTH AVENUE

FLAT IRON BUILDING



ID NUMBER: 166
MAP SECTOR: O 9
CROSS STREETS: SOUTH
OF 23RD STREET AND
BROADWAY

WATERSIDE STATION



ID NUMBER: 205
MAP SECTOR: R 5
CROSS STREETS: 42ND
STREET AND CONNECTICUT
STREET

CHANIN BUILDING



ID NUMBER: 206
MAP SECTOR: P 5
CROSS STREETS: 41ST
STREET AND LEXINGTON
AVENUE

NY LIFE BUILDING



ID NUMBER: 208
MAP SECTOR: O/P 7/8
CROSS STREETS: 25TH
STREET, MIDTOWN
TUNNEL (SOUTH EXIT)

ST. PATRICK'S CATHEDRAL



ID NUMBER: 211
MAP SECTOR: O 3
CROSS STREETS: 51ST
STREET AND MADISON
STREET

BRYANT PARK



ID NUMBER: 163
MAP SECTORS: N/O 5/6
CROSS STREETS: 42ND
STREET AND SIXTH
AVENUE

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BLACK MARKET MERCHANTS

The following merchants ply their illegal trades throughout this area. The cost of each item is detailed in the "Training" section of this guide.

MERCHANT 1  MERCHANDISE: TOMMY GUN LEVEL 2 MAP SECTOR: O 2	MERCHANT 2  MERCHANDISE: REVOLVER MAP SECTOR: N 3/4	MERCHANT 3  MERCHANDISE: SHOTGUN MAP SECTOR: N 5	MERCHANT 4  MERCHANDISE: MAGNUM MAP SECTOR: O 5	MERCHANT 5  MERCHANDISE: MOLOTOV COCKTAIL MAP SECTOR: P 5
MERCHANT 6  MERCHANDISE: TOMMY GUN MAP SECTOR: O 8	MERCHANT 7  MERCHANDISE: TOMMY GUN LEVEL 3 MAP SECTOR: P 8	MERCHANT 8  MERCHANDISE: DYNAMITE MAP SECTOR: Q 7	MERCHANT 9  MERCHANDISE: PISTOL MAP SECTOR: O 9	MERCHANT 10  MERCHANDISE: BOMB MAP SECTOR: P 4

FBI AGENTS



BRIBE: \$3,000
MAP SECTOR: P 4
CROSS STREETS: 49TH STREET (EAST END) AND VANDERBILT AVENUE (NORTH CORNER)

These agents are crooked and well-hidden. Locate them during a mob war to lower the vendetta rating of the rival Family and win the war.

MISCELLANEOUS OCCURRENCES

There are often many odd, strange, or dangerous occurrences to stumble upon:

Type	Location	BMM Involved?	Chance (Day)	Chance (Night)	Reward (Min)	Reward (Max)	Description
Ambush	Directly west of the hospital on Second Ave.	Dynamite	20%	60%	None	None	Possible ambush after buying dynamite
Ambush	Madison Square Park, between 23rd and 25th St., 5th and Madison Ave.	Tommy Gun	20%	60%	None	None	Possible ambush after buying some tommy gun ammo
Ambush	Park north of East 79th St.	Tommy Gun Lvl. 2	40%	100%	None	None	Possible ambush after upgrading the tommy gun
Ambush	Southern side of the 25th St. and 3rd Ave. intersection	Tommy Gun Lvl. 3	40%	100%	None	None	Possible ambush after upgrading the tommy gun
Family Fight	Bryant Park, between 40th and 42nd St., 5th and 6th Ave.	N/A	30%	100%	\$2,500	\$10,000	Possible Family fight in the park that ends with a crate of money
Execution	Raphael's flower shop on 6th between 34th and 40th St.	N/A	50%	50%	None	None	Rival Family executes an innocent

FILM REELS

There are a number of film reels to collect (and a total of 100 across all areas of the city). Find them for 1,000 respect each, plus unlock movies in the Main menu. It isn't necessary to collect them for game completion, however, and they can be collected in any order.

83  BEHIND THE MONUMENT	84  IN THE NORTHWEST CORNER OF THE AREA AROUND THE NORTHERN FOUNTAIN	85  BEHIND THE WESTERN HOUSE AT THE BARZINI COMPOUND
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TOUR OF THE CITY

Little Italy ~ Brooklyn ~ New Jersey ~ Hell's Kitchen ~ Midtown



BEHIND A PLANTER JUST NORTH OF ST. PATRICK'S CATHEDRAL



BEHIND THE PLANTERS ACROSS FROM ROCKEFELLER CENTER



ON THE SOUTH SIDE OF THE TUNNEL BETWEEN THE TRAFFIC LANES



IN THE SOUTHEASTERNMOST RECESS OF GRAND CENTRAL STATION



BEHIND A PLANTER IN THE NORTHWEST CORNER OF BRYANT PARK



BEHIND SOME CRATES IN THE SOUTHWEST CORNER OF J. SIZZLE'S STEAKHOUSE



BEHIND THE TRASH CAN ACROSS FROM THE EMPIRE STATE BUILDING



AT THE END OF THE ALLEY BEHIND MOOKIE'S TAILOR SHOP



AT THE BACK OF THE ALLEY BEHIND FLOWERS OF SCOTLAND



IN THE SOUTHWEST CORNER OF THE BEDROOM OVER FLOWERS OF SCOTLAND



ON THE WEST SIDE OF THE SOUTH-BOUND LANES OF THE MIDTOWN TUNNEL



BEHIND THE PLANTERS AT THE SOUTHEAST CORNER OF THE MIDTOWN HOSPITAL



BEHIND THE PLANTER ON THE WEST SIDE OF THE PARK



BEHIND THE TRASH CAN



IN THE NORTHEAST CORNER OF THE AREA AROUND THE UNION SQUARE FOUNTAIN



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FIGHT CLUBBING

As noted by a blue triangle on the maps, five venues across town each house a vicious thug (or two) determined to batter you once you accept his challenge. Search him out once the venue is in Corleone hands, and he requests a \$2,000 wager. Accept to spar in a single three-minute round fight to the death!



Gunplay is not allowed (this just turns into a massacre); you must use your melee attack skills to beat this bruiser to a pulp; afterward you claim a \$10,000 reward. The

following tactics can help you win, but some fights are extremely difficult!

- Step in, swing a flurry of quick punches, and step away so the bruiser swings and misses with a power punch.
- Up your health and punch skills to ensure victory; the boxers in Molsenni's and Stromboli's Supplies are the toughest foes you'll face!
- Block, bobbing left and right, and counter with quick attacks. Do this when your foe is at the end of his combo, and the counter connects.
- Grabbing and power punches are less useful.
- Move away so the boxer has to close the distance. While he's advancing, he can't throw punches; but you can! Try a single power attack, then repeat this maneuver.
- Very rarely, you can be lucky with a grab; throw the guy to the ground and kick him if you can!
- Execute the foe instead of punching him to death, where prompted.

LOCATION	BMM INVOLVED?	CHANCE (DAY)	CHANCE (NIGHT)	REWARD (MIN)	REWARD (MAX)	DESCRIPTION
Molsenni's; Prince Street and Bowery Street (Q 13)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.
Pitkin Garments; Washington and Front Streets (W 15)	No	100%	100%	None	\$10,000	Put up your dukes and engage two fighters in combat to the death! The fee is \$2,000.
Highway Hotel; Observer Highway and Newark Street (C 12)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.
Stromboli Supplies; Galvin Street and 11th Avenue (I 5)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.
Corcoran's Perch; 23rd Street and Fourth Avenue (P 9)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.

HEISTING BANKS

PREPARATION

Before you attempt some safecracking on a larger scale, you need to do a little prep. Don't expect to waltz into Manhattan Trust and dance out with \$50,000; this takes planning! Here's a quick list of what to do:

- 1. The dry run:** Plan a route from the bank to your getaway point; the nearest safehouse. Then drive from the bank to the safehouse and memorize the route.
- 2. Safehouse purchase:** If you're going to be heisting this bank every week (which is recommended until you have

enough money from tributes), locate the nearest safehouse (shown in the table below), and purchase it.

- 3. The second dry run:** Once you've bought the nearest safehouse to the bank, enter the bank and walk around everywhere (except to the safe) to familiarize yourself with the layout. Try a mock-escape route without heisting anything.
- 4. The heat is off:** Before you blow a safe, bribe a police chief to reduce your heat to zero, or wait for it to occur naturally. Then be sure you have dynamite (not a bomb!), and plenty of ammunition.
- 5. Truck stop:** Locate a truck and use it in your forthcoming raid. It is highly durable and steers well. These vehicles are invaluable when you're escaping from the police. Drive it to the bank, and park it with the driver's

NEW YORK CITY BANKS AND NEARBY SAFEHOUSES

AREA	BANK NAME	BANK ID AND MAP SECTOR	FLOOR PLAN	MONEY AVAILABLE	NEAREST SAFEHOUSE NAME	SAFEHOUSE ID AND MAP SECTOR
Little Italy	The Bowery Bank	022, Q 13	2	\$4,000	Grand Apartments	414, P 14
Little Italy	Savings and Loan	026, O/P 16	1	\$8,000	Hotel Alioto	068, O 17
Brooklyn	Williamsburg Bank	025, W 15	2	\$10,000	St. Sebastian Hotel	255, W 15
New Jersey	National Bank	029, C 10	1	\$20,000	Lamplight Rooms	423, C 9
Midtown	Midtown Bank	028, P 2	2	\$20,000	The Carnegie Club	071, O 3
Midtown	Manhattan Trust	027, P 5/6	1	\$50,000	The Peak	360, P 5

door closest to the escape route door, for a quick getaway. Now begin!

Note The vaults you heist from these banks are not part of the 100 smaller safes you need to crack to complete your game progress.



EXECUTION, FLOOR PLAN 1

This is the optimal method of heisting the larger of the two banks. Park on the interior area to the left of the bank; there's a car here sometimes. Make sure your driver's door is right next to those double doors on the right, and your truck is facing the exit.



Enter the bank via the double side doors. Ahead and to the right are two sets of double doors. Ignore both; the right ones lead to a small office, and the ones ahead lead to the main bank floor, with the tellers and two guards. Remember they'll be attacking you later.



Do not draw a weapon! From the side corridor, pass the locked elevator and take the steps down on your left. The double doors at the end on the right are locked, and the steps go to the bank manager's office, which doesn't help your cause.



At the end of the stairs in the basement, the door ahead leads to a storage room. Ignore it, although there may be a guard here as you escape. Turn right, passing the locked elevator door, and open the door at the end of the corridor.

You're into the main depository! While unarmed, walk past the guard on the left and around the left corner, but don't approach the second guard or the barred door; that sets off the alarm and both guards fire on you. Inspect the area, then retreat.

Bring out your weapon (ideally a tommy gun or shotgun), but do this in the corridor so the guard can't see you. Use free aim and line up the guard's head, step left, and blast him. Quickly turn left and aim at the second guard running from the barred door. Drop him.



Turn and look back at the corridor you came from. One or two more guards head down here, and you have time (despite the alarm) to drop both of them. Do this at once, perhaps using the doorway wall to the left as wall cover.



With three or four guards slain, walk to the barred door and open it. Step around to the left, to the vault. Before you destroy the vault door, open the depository door ahead, and snag a little more cash and ammunition from inside.

Lay the dynamite, and run around the corner. The barred door is the only place that enemies come from, so check that the coast is clear; it should be. After the vault door is blown apart, step into the vault itself, but listen....

Two guards come around the corner as soon as you enter the vault. Crouch behind the table and drop each of them as they attempt to fire on you. Then collect all the loot; the largest bank holds \$50,000! Exit the vault, and head back to the corridor.



OBJECTIVE:

"Return the stolen money to your safehouse."

Stop! As you round the corner from the barred door, expect a foe to head down from the stairs or out of the right storage room. He's waiting to ambush you, but try this: reload, wait at the doorway in free aim mode, and fire off one shot.



This attracts the foe, and he heads out of cover down the corridor at you. Be quick and destroy him, then move to the stairs and carefully climb back up to the ground floor. Watch for a guard to your right; blast him as you move to the now-open double doors.

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These doors lead to the area behind the counter. Try a quick sweep of the area to grab some extra cash scattered about in the teller area and in a previously off-limits office. Use the teller stalls as cover, blasting a couple of guards milling about.

There may be a guard on the steps heading up to the manager's office. Blast him if need be, then battle out to the side entrance. This is preferable to the front entrance as you have cover from your vehicle. Enter your truck, ignoring all further guards (there may be one in the security room outside).

EXECUTION, FLOOR PLAN 2



The second type of bank, which is composed of a single floor and one large room, is more straightforward to heist. First, pull your truck up to the base of the steps below the main door, with the driver's door facing the steps.

Head into the bank, through the main door on the right, and into the central chamber. The three guards in this bank become aggressive when you reach the steps leading to the vault from the middle of the bank area.

Dash through the middle of the guards, and crouch behind the marble wall; this extra height allows you to pick off each guard with a head shot one by one. Ignore the alarm bell. Once you've dropped the three guards, turn to the vault.



Place a stick of dynamite at the foot of the vault door, and seek cover. The area just around the corner from the door, although close by, provides enough cover. Or, you can hide behind the chair and desk in the left corner.

OBJECTIVE:

"Return the stolen money to your safehouse."



Grab the loot from the vault, and brandish a fast-firing weapon. Dash around and out of the exit, down the steps, and strafe any incoming cops or guards when you're in the bank. Once outside, shrug off any gunfire and get into that truck!

Drive through the police vehicles and any officers outside, and make a quick dash back to your safehouse. If it has a rear or alley entrance (such as the Grand Apartments), use that, because the cops don't follow you. Enter the safehouse and you're immediately awarded your ill-gotten gains.

RACKET CHAINS

Some businesses have a racket in their back room or basement, and these are part of a racket chain or network. In short, each rival Family has two rackets particular to itself, and all the Families take part in brothel and gambling rackets. All rackets snake through New York City to some degree. Note that the Corleones have only brothel and gambling rackets.

There is no bonus for taking down a racket chain, and no "spoils" to claim if you tackle a particular racket. But you can topple all the rackets in a chain to lessen a Family's power. This is an alternative to taking over each of the five areas of town, although it isn't quite as straightforward.

TATTAGLIA RACKET 1: LIQUOR

ID #	TYPE	NAME	BOROUGH	SECTOR
093	Transport Hub	Tattaglia Hub	Brooklyn	W 14
088	Warehouse	Chinaware Warehouse	Little Italy	S 13
282	Business	Global Trading Company	Little Italy	P 13
286	Business	Global Trading Company	Brooklyn	W 16
343	Business	Arezzo Seafood	Little Italy	S 14
357	Business	The Full Moon	Brooklyn	W 16

TATTAGLIA RACKET 2: COUNTERFEITING

ID #	TYPE	NAME	BOROUGH	SECTOR
093	Transport Hub	Tattaglia Hub	Brooklyn	W 14
087	Warehouse	Verona Warehouse	Little Italy	O 12
232	Business	Bella Siciliana	Little Italy	O/P 13
268	Business	Midnight Rosie's	Brooklyn	W 16
344	Business	Arezzo Seafood	Hell's Kitchen	K 4/5
358	Business	Poppy's—Westside	Hell's Kitchen	I 5

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Other Business: Fight Clubs, Bank Heists, & Racket Chains

STRACCI RACKET 1: GOLD

ID #	TYPE	NAME	BOROUGH	SECTOR
099	Transport Hub	Stracci Hub	New Jersey	E 11
092	Warehouse	Italia Warehouse	Little Italy	R 15
223	Business	Joe Foley's	New Jersey	C 9
238	Business	The Red Fox	Hell's Kitchen	I 4
242	Business	Arnold's Famous 47	New Jersey	D 10
347	Business	Dale Mangano's	Hell's Kitchen	K 3

STRACCI RACKET 2: EXPLOSIVES

ID #	TYPE	NAME	BOROUGH	SECTOR
099	Transport Hub	Stracci Hub	New Jersey	E 11
072	Business	Velveteen's	New Jersey	D 10
091	Warehouse	Waterside Warehouse	New Jersey	D 9
294	Business	Sicilian Goods	Brooklyn	X 15
309	Business	Joey's Baked Goods	New Jersey	C 10
447	Business	Sicilian Goods	New Jersey	C/D 12

CUNEO RACKET 1: WEAPONS

ID #	TYPE	NAME	BOROUGH	SECTOR
094	Transport Hub	Cuneo Hub	Hell's Kitchen	K 3
224	Business	Santo	New Jersey	C 9
239	Business	Hawk's Steakhouse	Midtown	N 8
442	Warehouse	Lipari Warehouse	Little Italy	I 17
444	Business	Lumpy's	Midtown	L/M 3
445	Business	The Colonial Tavern	Hell's Kitchen	L 4

CUNEO RACKET 2: CIGARS

ID #	TYPE	NAME	BOROUGH	SECTOR
094	Transport Hub	Cuneo Hub	Hell's Kitchen	K 3
090	Warehouse	Milk Co. Warehouse	Hell's Kitchen	K 6
241	Business	J. Sizzle's Steakhouse	Midtown	O 6
283	Business	Smoke Signals	Little Italy	P 14
307	Business	Boolie's Bakery	Little Italy	Q 14
323	Business	Primola	Little Italy	S 14

BARZINI RACKET 1: EXOTIC CARS

ID #	TYPE	NAME	BOROUGH	SECTOR
097	Transport Hub	Barzini Hub	Midtown	R 5
236	Business	Café Vitales	Brooklyn	X 16
258	Business	Chateau Toldeo	Midtown	Q 5
269	Business	M. Powers & Sons	Hell's Kitchen	J 4
364	Business	The Colonial Club	Midtown	N 5
441	Warehouse	Sant'Elia Warehouse	Brooklyn	V 15

BARZINI RACKET 2: DIAMONDS

ID #	TYPE	NAME	BOROUGH	SECTOR
097	Transport Hub	Barzini Hub	Midtown	R 5
098	Warehouse	Palermo Warehouse	Midtown	Q 4/5
308	Business	Liberto's	Brooklyn	W 15
311	Business	Scotty's Biscotti	Hell's Kitchen	L 6
345	Business	Johnny Conger's	New Jersey	D 11
359	Business	West Side Willy's	Midtown	L 2

MAIN RACKET 1: BROTHELS

ID #	TYPE	NAME	BOROUGH	SECTOR	FAMILY
071	Business	The Carnegie Club	Midtown	O 3	Barzini
218	Business	Doc Thody's Dahlias	Hell's Kitchen	J 4	Cuneo
259	Business	Hotel Madison	Midtown	O 4	Barzini
272	Business	Orchid Inc.	Midtown	Q 7	Stracci
288	Business	Orchid Inc.	Hell's Kitchen	J 4	Stracci
289	Business	Flowers of Scotland	Midtown	P 6	Stracci
314	Business	Raphael's	Midtown	N 6	Barzini
317	Business	Rosa's	Little Italy	R 12	Corleone
353	Business	Sammy's	Little Italy	Q 15	Tattaglia
356	Business	Valentino's	Brooklyn	W 15	Tattaglia
361	Business	Madame Polly's	Midtown	O 6	Barzini
362	Business	The Crane Club	New Jersey	D 10	Cuneo
366	Business	After Hours	Hell's Kitchen	L 3	Cuneo
420	Business	Providence Hotel	Hell's Kitchen	K 4	Tattaglia

MAIN RACKET 2: GAMBLING

ID #	TYPE	NAME	BOROUGH	SECTOR	FAMILY
068	Business	Hotel Alioto	Little Italy	O 17	Stracci
213	Business	Harry's Bar	Little Italy	R 14	Tattaglia
221	Business	Corcoran's Perch	Midtown	P 9	Corleone
220	Business	West Side Philly's	Hell's Kitchen	J 5	Cuneo
252	Business	Saint Martin Hotel	Little Italy	O/P 13	Tattaglia
256	Business	The Elegante	Hell's Kitchen	J 4	Cuneo
260	Business	The Highway Hotel	New Jersey	C 12	Stracci
302	Business	Emilio's Butcher Shop	Little Italy	Q 14	Tattaglia
303	Business	Casey Quinn's	Hell's Kitchen	H 4	Cuneo
304	Business	Fabio Satriani & Son	New Jersey	C 10	Stracci
313	Business	Wright Wronski's	Brooklyn	X 16	Barzini
360	Business	The Peak	Midtown	P 5	Barzini
446	Business	The George Hotel	New Jersey	D 9	Barzini



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Warehouse, Hub, and Compound Takedown Tactics



PREPARATION: HOW TO TACKLE A TAKEDOWN

Warehouses, hubs, and compounds are the most difficult but ultimately the most rewarding venues to bring into the Corleone Family. Here we explain successful techniques for every warehouse, hub, and compound in New York city. But before you go in all guns blazing, there are some important points to remember when you're preparing for daring strikes such as these:

INEXPERIENCE KILLS

Don't try to tackle one of these settlements until you've built up a steady income and extorted a number of businesses, and you understand the enormity of the tasks involved. Be sure you have skill points collected, and you've allocated many of them to "Shooting" and "Health." You need to be able to quickly switch from free aim to regular aiming, you need to score quick one-shot kills to enemy heads, and you must methodically clear each area completely of foes before moving to the next.

Tip As explained in the "Training" section of this guide, an excellent way to keep some additional health is to have a skill point or two unallocated: Then, when you're in need of some health, pause the game, increase your health skill by one, and your bar refills. Of course, you can only do this 10 times before your health is maxed out, but it is still very helpful; try to save it until you're taking over compounds.



GUNS AND AMMUNITION

You're turning up to a highly defended stronghold brimming with trench coat-wearing goons, so you need more than foul language to get the job done. Pack enough firepower to take down a small town. Maximize your ammunition levels. Carry one of every type of gun. Have at least two of your guns upgraded (and more the tougher the venue is), ideally to Level 3. Learn how many D-pad taps it takes to switch from a tommy gun to a pistol (two left taps if you're carrying every weapon available) so you can change without fumbling. Take enough ordnance to tackle two warehouses; that way, when you run into unforeseen circumstances (a load of cops waiting after the deed is done), you can escape.

COOL THE COPS AND CLEAR THE AREA

Understandably, the law isn't happy about a gang war starting on their streets, so you need to play it cool. First, bribe a police chief just prior to tackling the warehouse. That way you're allowed a couple of violent clashes without your heat rising. Second, don't get sidetracked and start a gunfight a block away from your intended target. You must have cleared the immediate area of rival gang members. Take down any rival businesses near your target or you'll have even more trouble to contend with!

WHO'S LOOKING OUT FOR YOU?

No one, that's who! You need to make friends fast before attempting a warehouse raid, so scan the area for a safehouse or a business and take it over, buying the room for yourself. The reason is simple: Any business you own has a couple of Corleone associates ready to help you out in jam, so you can drive or run to them if the assault goes wrong, or you're low on health or ammo.

You want your safehouse to be as close as possible to the venue you're raiding. So for example, if your target is the Tattaglia Chinaware Warehouse in Little Italy (ID 088), consider taking over the Barzini-owned Bowery Hotel (ID 253) just up the street. Now you have a place to return to when you need to heal, stock up on ammo, lower your heat, and find reinforcements to fire on enemies. If you didn't take over the Bowery Hotel? You'd be on your own!

PLANNING, AND THE UNEXPECTED

Remember that the tactics that follow are just one way of taking over a warehouse, hub, or compound (although they are deemed "optimal"). Feel free to experiment with Molotov cocktails and ramming vehicles, or develop your own techniques. You can't plan for certain unpredictable elements, but you can learn how to react to them.

There's one tactic you do have some control over: mob wars. Increase the vendetta level with the Family whose facilities you're about to invade, so that a mob war is triggered during your assault. React accordingly. For example, start a mob war during a compound assault, then bomb the compound building and end the war immediately! Of course, you can attempt the usual tactics; after the attack, bomb an establishment near your safehouse that's easily accessible. Or search for an FBI agent after the heat has cooled.

ROADBLOCK TACTICS

Many warehouses or compounds have nearby streets blocked by three vehicles and gangsters with guns at the ready. There are a couple of different tactics for getting past them:

PLAN 1: VEHICULAR MANSLAUGHTER

OPTIONAL

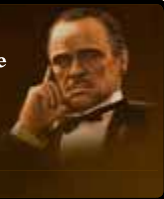


Pick your vehicle (a truck or racket truck). Line up your vehicle between the left and middle, or middle and right vehicles, and accelerate into them. You want to push the two parked vehicles outward, trapping or knocking down the foes. Locate and run over the enemies twice to kill them.

This method works reasonably well on the Tattaglias and Straccis, but the Cuneos and Barzinis have a tendency to pepper your vehicle much more quickly, setting it alight. If your vehicle is struck, dash to one of the roadblock vehicles.

As soon as your truck engine catches fire, stop at once and bail out of it, ideally parking it between you and the enemy (so it provides some cover) and sprint for a pillar, wall, or other scenery to hide behind.

Tip Whenever you're about to park a vehicle, skid left. You always emerge from the driver's side (unless it is blocked), so skidding left allows you to take cover behind the vehicle you just emerged from.



PLAN 2: JUST MANSLAUGHTER

RECOMMENDED



The other main method allows you to approach with caution. Park away from the roadblock so you aren't fired upon. Bring out your pistol, and walk forward until you can target a foe. You should be at the longest range possible; then target your first foe and bring him down with a head shot.

Repeat the process with the two or three remaining enemies. The distance is crucial here because enemies on the road tend to run directly toward you. Line up a head shot and bring them down. Once no more foes can be targeted, move to the roadblock.

Use nearby scenery (such as nonexplosive barrels, stalls, and low walls) and scuttle into cover. As the enemies approach, constantly click through available targets until one appears. Note that some foes hide behind low walls; be ready for them.

PLAN 3: CAR ON FIRE

OPTIONAL

Bring out your shotgun or tommy gun, and enter free aim mode. Aim for the car in the roadblock and fire. You're aiming at the car because it takes less damage to catch fire. Shoot the engine hood, if possible, until the flames start, and wait for the fireball and explosion, which scatters the gangsters.



Target fleeing gangsters with a handgun. Quick single head shots are faster than raking their bodies with tommy gun fire.

Tip You can also detonate any nearby vehicles. However, you're better off leaving a car intact to hide behind or to drive away in, because your heat level will be maxed!



PLAN 4: MAN ON FIRE

RECOMMENDED



When you are assaulting compounds belonging to the Straccis and Barzinis, this is a great tactic to use: Target flaming barrels, crates of TNT, or parked vehicles on the pathway or entrance to a compound. Use free aim and strafe an

explosive piece of scenery with a tommy gun or shotgun until it explodes. Then plug the gangsters set alight by the explosion with single handgun head shots. Continue the process, but destroy as few explosive objects as possible; wait for more enemies to step forward, then detonate more barrels and crates.

This usually creates havoc among the enemies, who stagger about on fire. Don't think they die after this though; constantly flick through targets, blasting the nearest living foe until your reticle turns black.

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Tip Destroy all the explosive barrels and crates you see. You'll be heading near them, and a stray bullet can set the object ablaze, wounding you severely.



PLAN 5: BLASTING BARRICADES

OPTIONAL



This tactic depends on the other available places for you to hide, but as a general rule, if an enemy is well dug in behind cover that can be shot to pieces, blow the scenery apart so he has nothing to hide behind. This includes nonexplosive barrels, barricades, and boxes. The only problem is that you won't be able to take advantage of the cover, so the more open the area, the less time you should spend whittling down the scenery.

Tip Of course, you can destroy everything, dash back to your truck, and edge forward into the warehouse or compound area, using your vehicle as mobile cover.



WAREHOUSE AND HUB TAKEDOWN TACTICS

There are three different warehouses/hubs, and each one has a general set of tactics to try. Following are the types, the floor plans, and general strategies for completing each type.

FLOOR PLAN TYPE ONE

ID	BUILDING NAME	ID	BUILDING NAME
90	Milk Co. Warehouse	442	Lipari Warehouse
92	Italia Warehouse	443	Holden Warehouse
97	Barzini Hub		

This warehouse is the largest of the three types, with a central courtyard, a fence at the back, and two warehouse buildings with garage doors on either side. The following plans assume you have negotiated all roadblocks, slain the enemies at these points, and aren't being attacked currently.



Park your truck far away, and if the roadblocks are out in force, tag each foe standing by a vehicle at the farthest range possible. Hide behind the roadblock closest to the warehouse, or drive your truck just outside this point, and take cover.

Bring out a pistol and train it on the white hut to the left of the entrance. A guard usually patrols here. Blast the guard with a head shot. Do exactly the same with the guard in the right hut.



Run to the right hut, hide and use wall cover, and peer out. A gangster should be hiding behind a destructible crate halfway into the open courtyard. It's a difficult shot, but you can drop him with a single blast to his head.

Switch to free aim, shoot the glass out of the right hut window, and vault over and into the hut. This allows you better aim at the foe behind the crate. Step forward a couple of yards into the warehouse, then back into cover; shoot the foe in the main area.



You may be attacked from behind by a couple of enemies. Use the crates as cover, but don't head too far into the open warehouse cargo area; disturb as few foes as possible. Now decide on one of two plans to hunt down the racket boss:

PLAN 1: FIRESTORM

OPTIONAL



The first option attracts the most foes, leading to thrilling but dangerous gun combat (and ignores the right warehouse). From the two huts, jog forward into the open

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Other Business: Warehouse, Hub, & Compound Takedown Tactics

cargo area and look left. The fourth garage door on the left (of the six) is open. Drop behind a crate and shoot the head of the gangster waiting just inside.

Crouch by his body, using the truck as cover, and begin a vicious firefight with four or five thugs, all behind cover inside this warehouse. There's usually one to your left, and three on your right, dashing between crates. Take down each, one at a time, from cover.



The far left corner holds a health bottle. Return to the middle of the warehouse floor, just as a couple more foes jog in from outside. Blast them, and a couple of foes on the stairs, who entered from the upper gantry door.

Now jog up the steps and onto the gantry. Jog left, along the gantry, but watch your back; another foe is likely to open the door at the right end. Drop him, and enter the door. You jogged in the opposite direction, so he opens the door at long range, keeping you safe from close shooting. Your paths now merge.

PLAN 2: FLEET OF FOOT

RECOMMENDED



The other route allows you to ignore the left warehouse entirely and has fewer foes. Do not enter the open cargo area between the two warehouses. Instead, head up the stairs to the right of the guard hut. The left stairs lead to a locked door.

Open the door at the top, checking behind you for foes following you in. Once the coast is clear, step onto the upper gantry of the right warehouse, drop to a crouch, and check the crates to your left. Blast a foe if one is hiding here.



Spend some time targeting and dropping at least three foes with well-positioned head shots. Stay in a crouch and maneuver along the gantry toward the door at the far end; keep yourself between the two crates on the gantry and the door.



The reason for this cover becomes apparent when a foe bursts through the end door; shoot him from behind a crate. A second foe downstairs is difficult to blast from this vantage point, so descend to ground level, spin around, and drop him.

Secure a health bottle from a crate near the base of the steps, under the alcove, then ascend back up the steps. Watch for another foe storming through the doors. Head out onto the roof, but beware of a possible foe with a shotgun at close range. Move out slowly, as the paths merge.

THE RACKET BOSS'S OFFICE



Exit onto either rooftop side in a crouched position, and move to the stairs leading down to the main office in the center of the back wall. Scan the courtyard below for foes. Descend to ground level, and begin to tackle the foes;

they appear from the double doors or the single door on the left side.

If no one has appeared, run toward the double doors, then back into cover and around the corner. The enemies wait for you to open the double doors, and three particularly heavily armed thugs appear. Defeat them immediately on the ground.



Caution

Don't run across the gantry connecting the two roofs. Enemies from the warehouse you didn't enter will appear, and a heavily armed thug will blast the windows out above the office doors and shoot you. You can see the racket boss from this location, however.



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Once you've defeated the trio of thugs, step through the middle doors, crouching and looking left, then step in and look right. Don't let the thug behind a long crate in the room to the right blast you! Defeat him (he's dug in, so

sidestep left until he breaks cover, then slay him), then head up the stairs.



Ascend to the top of the stairs in a crouched position. If you didn't cross the linked gantry between the two warehouses, there will be a thug on the right side guarding the racket boss. Blast him immediately. Check to the left beforehand, as there's a chance a foe is hiding behind a crate here, too.

Now slap around or negotiate with the racket boss. Once you've taken over the warehouse, be sure you crack the safe in the room opposite the one the boss is in. Now head back out the way you came.

FLOOR PLAN TYPE TWO

ID	BUILDING NAME	ID	BUILDING NAME
95	West Port Warehouse	441	Sant'Elia Warehouse
99	Stracci Hub		



This warehouse is on the waterfront, and has one entrance. It is the same layout as the warehouse you and Sonny tackle during Mission 18, but normally this set of buildings requires a lot more careful gunplay. Take out roadblocks and patrolling foes from a distance.

Approach the only entrance, with the crane in the background. Execute the goon behind the breakable crates with a head shot, then wait at the right side of the fence, check the second set of crates, and slay the two foes here. Now use these crates as cover.



Turn right, and you'll see groups of crates, and the main deck on the left. Crouch and shoot incoming foes. Is the place oddly silent? Fire off a shot and two foes come running in. Gun them both down.

Once enemies are down, quickly move to the next set of crates. Check ahead and to the left, shoot any appearing enemies, then move to the nonbreakable crates at the far end of the dock deck. You have to reach the other end of this! Tag the two foes on the main dock who are running to you.



Looking down the dock with the fence to your back, notice a couple of TNT crates stacked among the regular containers: one is reasonably close while the other is halfway down. Select free aim, step forward, and destroy both of them now, so they can't be detonated as you approach them. A couple of mobsters appear.



Proceed along the dock to the second set of crates, staying on the left side, and stand by the spindle next to the boat. Turn around and look behind you at two nasty-looking thugs with shotguns. Tackle them immediately with handgun sharpshooting.

Do this quickly because three foes are coming in from the main deck! Spin around, but crouch at your crates. Drop the one exposed, the one who dives behind the breakable crate, and then the one right next to you, on the left, behind the long crate.

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Stay at the crates by the spindle, and hunker down. Two more enemies appear from up ahead; if they don't, send out a shot or step forward and retreat. Bring them both down with well-aimed shots.

Then the garage door on the right, at the far end of the warehouse, opens and two goons step out—ideally into two well-placed head shots from you! Head to the right set of crates, near the garage door, and slowly move around.



There's a foe with a shotgun around the corner, inside the garage to your right, so move to the far left area, use free aim, and skirt the crates until you see the corner of his coat. Blast him at once or he shoots you and hides behind the crates you just left.



Crouch at the garage entrance, and peer in and to the right. There's a foe standing up behind a long crate, and you can kill him from outside, providing you line up the shot. Produce your tommy gun, and sidestep in, facing right, demolishing a TNT crate.



Move around the left side of the crates into an open bullpen with mesh fencing. Step forward, and a foe appears behind crates ahead of you. Drop down behind cover on the left wall, wait until he hides behind the breakable crate, and shred him.



You haven't finished yet! Creep along the left wall, passing the safe, to the end of the mesh bullpen. Look toward the garage door you came through, let off a shot, then blast an incoming foe attempting to ambush you from behind. Back up now!

The front doors have opened, and four thugs are attempting to take you down. If you backtrack and focus on the foe behind you, then move to the first set of crates, nearest the garage door you came through, the thugs have to move to you, not the other way around.

This means you can systemically destroy them all. Back up and get a ranged burst if you can, then shoot each one as he comes into view. They can't get around to the left without you spotting them. They usually crowd the path on the right: perfect for a tommy gun takedown!



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Now approach the racket boss, ideally without a weapon. He usually doesn't like your action, and two more thugs appear. Drink the health bottle in the corner where the boss is, then retreat back into cover, finish these

final foes off, then destroy the safe and let the shakedown commence!

FLOOR PLAN TYPE THREE

ID	BUILDING NAME	ID	BUILDING NAME
87	Verona Warehouse	93	Tattaglia Hub
88	Chinaware Warehouse	94	Cuneo Hub
91	Waterside Warehouse	98	Palermo Warehouse



Depending on your location, the third warehouse type is likely to have two exposed mesh fences so you can properly study the terrain—if you aren't under fire of course. The front wall is the best place to hide; drop

to a crouch and fire over the crates at the four or five goons inside.

Unfortunately, you're exposed on the street, and the enemies usually peer out from the entrance. Bring them down with head shots, then crouch and move to the group of breakable crates just inside the entrance.

Check the area and blast any foes you see.

Move around to the right, to the end of the stack of crates nearest the warehouse wall.

Foes now appear from the locked door ahead of you, in the corner. Aim at the door, and drop the remaining thugs as they appear.

Sidestep into and out of cover so you aren't winged.



You can free aim at the gas pumps at any time, blasting them apart and creating a fireball that knocks your foes over. Now you have enough time to run around out of cover, capping the thugs on the ground and cleaning up after yourself.

Cautiously approach the locked door. When the door's knob pulses, you can enter. However, there may be a couple more thugs heading your way, so be prepared for the door opening. Enter the warehouse to a corridor with a door to the left and stairs on the right.

Ignore both, and crouch behind the crates in front of you. Through the window is a small backyard storage dump, with two foes to target. Shoot them with a single head shot through the glass, then vault over into the outdoor area. Stay low.



Maneuver behind the crates, because occasionally a thug opens the door you didn't open, or heads down the staircase and fires on you. Strike back if you can see him, then vault back into the corridor, behind the

crates in the right corner, and finish off two foes quickly, before they swamp you.

Out in the backyard, move to the other set of two windows, and use free aim to shoot out one of them. Vault over into the small safe room, and open the door. Check the corridor for foes, and if none are present, lay dynamite, vault out of the window, crouch, and watch the safe explode.



Vault back inside, procure your swag, and head out into the corridor. Ignore the doors on the left and the end, and instead ascend the stairs. The racket boss is sometimes at the top of these stairs with a goon guard, so be quick to tag the guy with the shotgun.



If the boss isn't there, use wall cover on the right side. Sometimes a foe heads out of one of the doorways (usually the end one), so wait for him to come running, step out and execute him, and then turn left. The door you want is on the left end of this upstairs corridor.



Open this door, and be ready to shoot a shotgun-wielding goon immediately, before he peppers you with lead. When he goes down, you can rough up the racket boss and take over the warehouse

without having to open up the two larger warehouse rooms, which are full of dangerous foes.

Tip Once you take over this warehouse, the storage rooms are full of Corleone friends, and not the rivals you would have encountered before you extorted the racket boss. There is no reason to enter either warehouse storage area until after the coast is clear. If you're determined to shoot more foes, approach each from the lower level, use crates as cover, and watch for foes coming in from behind, and up on the gantry above the entrance.



TAKING DOWN RIVAL FAMILY COMPOUNDS

OUTSIDE THE TATTAGLIA COMPOUND



The Tattaglias have a number of roadblocks to contend

with, and a park on Commodore and Fleet Streets. This is a great place to move to. From the northeast corner, move along Commodore to the park entrance, and run to a low wall for cover.



Methodically work through the park, dropping Tattaglia goons as you go, constantly targeting them with single pistol shots. Continue until you reach the low wall opposite the compound entrance, where you can blast

foes or blow up vehicles, although a truck is handy to use as cover after driving it to the door of building one.

OUTSIDE THE STRACCI COMPOUND



The best route to take when tackling the Straccis is from

the sandy rail yard ground, heading from east to west. Free aim to target the cars, destroying them, and plug foes from extreme range. Watch for enemies on your left, inside the building's low wall corridor.



Systematically destroy all the flaming barrels and crates along the compound's entrance, then plug foes with single head shots as they recover from the fire damage. Keep this up until the compound entrance

appears, then optionally retreat, grab a truck, and assault the compound.

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OUTSIDE THE CUNEO COMPOUND



Approach the compound from 50th Street, and avoid any roadblocks, but make sure all the surrounding businesses are Corleone-owned, otherwise you'll have the Barzinis, the police, and the Cuneos all attacking! From the corner of 50th and 10th, begin the assault.



Free aim at every barrel and piece of scenery you see, slowly heading to the entrance, and blow up the barricades the Cuneos have constructed. Be sure every flaming barrel detonates, and use the

sections of brick wall as cover, especially as you reach the compound entrance.

OUTSIDE THE BARZINI COMPOUND



The Barzini Compound, although brimming with more competent gangsters, is the easiest to reach. Free aim at the explosive crates, shoot the delivery trucks so they explode, and clear a charred path into the compound, using the low wall of Waterside Station sidewalk as cover.



COMPOUND COMBAT



Once inside the compound entrance, there's usually between one and three foes milling about in the courtyard. Aim and drop them from the stone wall with the Family crest on it. Step around and train your weapon to the right, in case there's a foe behind the low wall.

The first building to hit is on the right side. Be sure there are no more enemies across in the open, then crouch and maneuver up the path to the doorway, using free aim. The door swings open, and you should drop the two or three goons that appear.

BUILDING 1 ENTRY PLAN 1: HAVING A BLAST



Use cover behind the low wall, but watch for one or two more enemies approaching from the open ground ahead and left of you; retreat if you're outgunned, or use the low hedges as cover. Once all foes

outside are down and the front door is open, head toward it carefully.

BUILDING 1 ENTRY PLAN 2: REVERSE PLAY



Another possible plan for those with driving and shooting abilities is to clear the area of foes initially, then enter one of the parked cars. Do this only if one is near building one; don't head too far toward building two or you'll trigger more guards into firing at you.

Enter the car, and drive it between the gap in the pathway and park it next to the front door. Get out and use it as cover, then demolish the foes coming out of the door, but do it quickly before they shoot up the car and it catches fire. This extra protection is excellent!

ENTERING BUILDING 1: GROUND FLOOR



It's time to clear building one. Use free aim, open the door, and maneuver directly to the wall. Three foes have a clear shot if you stand and face the corridor. Turn 120 degrees right, facing the waiting room, and shoot the first foe.

Tip Or, run in through the door and back out into the yard immediately, before the foes can aim at you, and catch all of them from the low wall outside. This is safer!



Wait for the two enemies in the corridor to charge you, and slay them quickly. This is difficult because there's not much time, so you need careful aiming and a good weapon with a massive spread (such as the shotgun or tommy gun). One foe may ascend the stairs; shoot him when he pokes his head out.

Plan your route through building one carefully. From the foot of the stairs, secure the ground floor. Move right, into the waiting room, then through the double doors and into the study. Quickly move and crouch behind the study desk. The door opposite opens; slay the foe before he knows what's happening!



Sometimes, a foe appears on the left side, through the double doors, so wait for him. If he doesn't appear, the ground floor is likely secure (if you offed five foes), so move into the main corridor, and check the kitchens and adjacent living room. Now for upstairs!

SECURING BUILDING 1: UPSTAIRS

Head to the top of the stairs. If you already fired at someone upstairs, the foes are ready. Whatever the situation, stop at the top of the steps and face left, looking down the corridor. The two foes are always in the middle bedrooms, and they move from left to right.



Stand at the top of the stairs, using the left corner of the wall as cover, and shoot both the foes as they peek out. Don't be

hasty; wait until they make a mistake. The pistol and single head shots work well here.

Wait! Before you descend into the basement, move to the bedroom along the corridor at the far end on the left. There's a safe with a sizable cash sum inside. Use dynamite to detonate it, run out into the corridor for cover, and claim your cash. Now head to the basement!

SECURING BUILDING 1: BASEMENT AND EXTERIOR



Run to the bottom of the steps, armed with a pistol. Before you step out, use the wall cover; there's a thug behind the crates as you step in. Wall cover aiming doesn't really work. Instead, dash to the long crate and crouch behind it.

Then sidestep left and aim a head shot as the foe stands up. You must be quick to do this. Now inspect the basement, gathering all the ammunition you need and refilling your health. But do not place a bomb on the ground yet! The area is not secure!



Head up the stairs to the door leading outside. Use a handgun, select free aim, and crouch. Then open the door. Three or four foes are waiting to ambush you! Use the cover of the building and blast each one. Watch out for a tommy gun-wielding foe to your right; he can cause serious harm. If you backed up the car, explode it. That'll teach them!

ENTERING BUILDING 2: GROUND FLOOR



It's wise to thoroughly contain the compound before you start placing bombs, so head along the low wall, and blast the chap with the heavy weapon near the low wall of building two. Use the low hedges as cover, and move slowly.

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You should be okay behind you; concentrate on the low hedges to the right of building two, behind building one. There's likely to be one or two foes in this area; bring them down with patient, single head shots from a handgun.

Use the second car parked in the yard and reverse it up to the front door. This doesn't usually trigger the foes, but your next plan will. Without free aim, head to the door, open it, and step in and then out again immediately. Gangsters appear at the door.



Drop both of them (wait out the second; don't be hasty or you'll receive a gut shot!), and enter the building. If you didn't plan the attack this way, use the small wall for cover on the left, and shoot into the waiting room, aiming at the foe behind the sofa.

Enter the room, and dive behind the sofa. Look toward the double doors leading to the basement. A foe soon appears from here, and your cover allows you to take your time and demolish him. Sometimes a second foe appears. Now for the basement.

SECURING BUILDING 2: BASEMENT

Open the double doors, and carefully crouch and head down to the basement, stopping at the end of the left wall. A foe is in the same place, behind crates as you enter, but there's a second foe as well. Aim and drop the foe behind the crates 90 degrees left from the steps.



Tip You can crouch and use the corner of the wall as cover and still be visible to the foe, who rattles off ammunition into the wall corner, just missing you. He's now an easy shot!



Stay crouched, turn left into the basement, and stay at the two crates just inside the room, to your left. The foe is behind the pillar, so aim at his exposed leg, then finish him off. Gather all available ammunition and health bottles, but don't detonate!

Head back up to the exit door, open it, and then drop down to the low wall. Four foes are incoming. If you backed up the car, it acts as good cover on your left. Drop each goon with a single head shot as he appears from the low wall opposite.

COMPOUND FRACTURE: BOMBS AWAY!



Hopefully you didn't blow up both cars parked in the compound, because you need one to escape! Park it in front of the pathway of building one (don't head out of the compound, or you'll face loads of foes), then

dash back to building two's basement, lay the bomb, and sprint out before the timer counts down.

Caution Attempt a dry run: dash up the basement steps, turn right, sprint to the door, and head left, outside. If you get lost on the way out, and the building explodes with you in it...well, the results aren't good!



Now for building one. Return to the basement, plant the second bomb, sprint out, and optionally turn the camera to view the compound burning behind you. Spectacular! Now enter your vehicle, and drive it to your nearest safehouse, pronto!



Tip Remember that each compound becomes a safehouse a week after you destroy it. Use the bedroom inside the building to save your progress. It offers a sizable amount of ammunition also, so this is a good place to stay, if a little out of the way.



HOW TO USE THIS WALKTHROUGH

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

How to Use This Walkthrough

The following portion of this guide walks you through the campaign adventure that follows the life of the Corleone Family from 1936 to 1955. It is composed of five sections (a Prologue and four Acts). There are four different types of missions:

1. **Ceremonies:** Meetings of the Family, sometimes resulting in your promotion.

2. **Rendezvous Missions:** A quick meeting with Corleone members to prepare you for a main mission.
3. **Main Missions:** The large and involved mission structure, with multiple routes and plans for every eventuality.
4. **Contract Hits:** There are 20 of these, and they are presented when you first receive them, which is also the optimal time to complete them.

ENCOUNTERS SHOWS ANY IMPORTANT INDIVIDUALS YOU MEET ON THAT PARTICULAR LEFT AND RIGHT PAGE.

APPAREL LISTS THE CLOTHING, PATTERN, AND COLORS SO YOU CAN RECREATE THE LOOK IF YOU WISH.

THE NAME OF EACH MISSION IS IN THE TOP-RIGHT TAB, ALONG WITH THE SECTION YOU'RE IN.



THE MAP SHOWS THE AREAS YOU'LL VISIT IN THAT PORTION OF THE GAME.

THE PLAYERS SECTION SHOWS EVERY MAJOR CHARACTER YOU INTERACT WITH DURING THE MISSION.

THE OBJECTIVES LIST EXACTLY WHAT NEEDS DOING.

THE AREAS OF INTEREST REVEALS DETAILS ON MAJOR VENUES YOU'LL VISIT.

THEN COMES THE WALKTHROUGH ITSELF. THERE ARE "RECOMMENDED," "OPTIONAL," AND "NOT RECOMMENDED" PLANS WHERE APPROPRIATE. TIPS OFFER YOU IMPORTANT INFORMATION. NOTES REVEAL INTERESTING INFORMATION THAT IS USEFUL TO YOUR PROGRESS. CAUTIONS WARN YOU OF WHAT TO WATCH OUT FOR.

AFTER EACH SECTION (OR "ACT"), IS A SECTION ENTITLED "KEEPING IT IN THE FAMILY." THIS SHOWS OPTIONAL (BUT OPTIMAL) FREELANCING OPPORTUNITIES TO TRY. IT ALSO DETAILS HOW MUCH OF THE CITY YOU NEED TO CONQUER BY THE END OF EACH ACT.

AT THE COMPLETION OF THIS WALKTHROUGH ARE THE ENDINGS: DON'T PEEK IF YOU DON'T WANT TO SEE THEM!

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Part 1: Prologue

Mission 0, Introduction: Father's Day



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Don Vito
Corleone



Peter
Clemenza



Johnny
Trapani



Saraphina
Trapani

OVERVIEW: LITTLE ITALY, 1936



Respects are paid to Don Vito Corleone...



...as well as contributions. It's been
a good week.



Saraphina meets her husband, Johnny.
Celebrations at the Continental Club...



...are cut short. Johnny's bakery business
goes up in flames.



Johnny and Saraphina's kid was playing
handball in that alley...



...but not any more. Johnny's over-
stepped his mark with the Barzini's
for the last time.

A flashback to your childhood has fueled your rage for the rival Families (and the Barzini's in particular), as you recount the last moments of your father's life, fighting desperately to save his livelihood, that of his wife Saraphina and his infant son. Johnny turns his aggression on the four Barzini thugs trying vainly to beat him down, before attempting to escape the burning alleyway.

*"Some day, and that day may never come, I
may call upon you to do a service for me."*

—Don Vito Corleone



MISSION OBJECTIVE

Defeat the four Barzini thugs in the fire-filled alley.

PLAYERS



DON VITO CORLEONE - Your father pays his respects to Don Vito Corleone, who is leaving the nearby Genco Olive Oil Import Company, after a meeting. You remember him comforting you after the subsequent atrocity.



PETER CLEMENZA - Peter Clemenza, Don Vito's most trusted capo, is on hand to relieve your father of his tribute: a cut of a payment from the businesses and rackets Johnny manages.

MISSION 0, INTRODUCTION: FATHER'S DAY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



JOHNNY TRAPANI: YOUR FATHER -

Johnny was an extremely loyal member of the Corleone Family. You remember little of your father's job, only that he enjoyed his life, and the love of your mother, Saraphina.



SARAPHINA TRAPANI: YOUR MOTHER -

You were a handful as a kid, but your mother always kept you in check, and she loved your father dearly. Your father's death took a terrible toll on her.



DON EMILIO BARZINI - Head of the influential Barzini crime Family (and of the same untouchable status as Don Vito Corleone) your father's "operations" angered him so much, he ordered a hit.

STRUCTURES OF INTEREST

STARTING POINT: ID 267. TRAPANI'S BAKERY (ALLEYWAY): CANAL STREET AND MULBERRY STREET.



In 1936, at the time of your father's death, this bakery was owned and operated by those sympathetic to the Corleones. Barzini explosives soon ended this peace.

FINISHING POINT: ID 267. P 14. TRAPANI'S BAKERY (ALLEYWAY): CANAL STREET AND MULBERRY STREET.



Your father manages to maneuver only from the dead-end alleyway at the back of the bakery to the narrow exit alley before his life is snuffed out.

PART 1: A FIERY END

OBJECTIVE:

"Defeat the four Barzini thugs.begins."

After being thrown to the ground, pick yourself up, and **begin combat** with a quartet of Barzini thugs (recognizable in their trademark green trench coat attire). Face off against any of them, as the rage inside you makes you invincible. Try one or more of the following combat plans:



PLAN 1: FISTICUFFS IN THE FIRE



Learn the maneuvers you've studied previously in this guide, and **lock onto your first thug, then circle him, grab him, and attempt a quick or power attack**, remembering to vary the directional input to alter the hits you're thudding

into him. During this time, a massive explosion rocks the alley. After the first Barzini goon has been dispatched, turn your attention to the foe with the baseball bat.



A **grab, followed by a power punch** is a great way to knock a few Barzini teeth out. Keep up this pummeling!

If the goon drops to his knees, you can **stand him up again**, or finish him off with punches, knees, or kicks.



The gent with the baseball bat means business, so **close the gap and grab him**; effectively limiting his hitting potential. You're currently invincible, but this technique is worthy later, when you encounter others with hand weapons. Beat this thug down just like the first Barzini. Now tackle the final two adversaries!



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Don Emilio
Barzini



Don Vito
Corleone



Don Vito
Corleone



Luca
Brasi



Saraphina
Trapani



Tom
Hagen



Knock a Barzini goon senseless with a baseball bat. It **disintegrates** easily; prepare to finish with fists!

Defeat the final foe in the same way. Remember you can also throw, grab and move, or **strangle** (shown) any of these lowlifes.



PLAN 2: ALLEY OOPS



Don't try to escape through the alley or down the steps; both are sealed. Instead, charge the quartet of goombas, and slam them against a wall, and attempt all manner of **environmental** attacks, such as a head slam, a ledge

toss, or simply let your foe go, and watch them stagger back to the ledge, and over!



Dash to the stairs ahead, grab a foe, and introduce his head to the stairwell wall.

Execute a quartet of goons as quickly as possible; throw them all off the low wall, over the edge of the stairs. Don't forget you can grab and swing them around, then let go so they stagger back, and over the ledge.



Tip Remember that you have all your unarmed combat maneuvers at your disposal; not just the ones shown on the screen. To fully master the dark arts of the BlackHand, refer to the "Training" section at the beginning of this book.



Note You cannot be harmed by the thugs or the fire. You cannot escape the billowing smoke and flames by heading to the alley or by going down the steps to the door; it is locked.



PART 2: "SORRY JOHNNY; IT'S JUST BUSINESS."



Johnny defeats the thugs, but he's no match for Don Barzini's tommy guns.



Johnny falls in a hail of gunfire.



Don Barzini passes you in the street. Don Vito shields you from the crumpled form of your father.



"Save your anger. When you are old enough, and the time is right, you will take your revenge."

PART 3: MOBFACE

Nine years have passed, and you've grown up. Create a young and upcoming hustler using the Mobface mechanism (detailed in the "Training" section), then once you're happy with his looks and clothing, name him. Your name can be up to 16 characters long.



Ceremony 1: The Wedding

OVERVIEW: THE CORLEONE COMPOUND, LITTLE ITALY HEIGHTS, FALL 1945

Some nine years after your father's murder, the daughter of Don Vito Corleone—Connie Corleone—is getting married. The reception is at the Corleone compound. It is here that your mother pleads with Don Vito to help you leave the company of the lowlife, two-bit criminals you hang around with. The Don listens to your mother, and sends a more-than-capable *amico* to save you from your associates.

"No Sicilian can refuse a request on his daughter's wedding day."

—Tom Hagen

PLAYERS



DON VITO CORLEONE - Don Vito is taking a moment from his wedding responsibilities to help members of his extended Family. The wedding marks the marriage of his daughter Connie to Carlo Rizzi.



LUCA BRASI - Even Michael Corleone refers to Luca Brasi as a "scary guy." Although his mumbling mannerisms mask an intelligent man, usually his presence is enough to do the talking. But not on this occasion.



SARAPHINA TRAPANI - Although your mother is still beautiful, the last decade has been harrowing for her, and has left its mark. She summons the courage to plead with Don Vito for your safety.



TOM HAGEN - The informally adopted son of Don Vito, Hagen was found homeless by Sonny many years ago. Since his graduation from law school, he acts as the Don's consigliere.

AREAS OF INTEREST

APPUNTAMENTO POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



The Corleone Family stronghold is in Little Italy Heights. Security is extremely tight for Connie's wedding.



Nine years have passed. Connie Corleone's wedding is a day of joy.



"I am honored and grateful that you have invited me to your home." Luca Brasi is practicing his greetings.



Don Vito meets your mother. "Saraphina; it's been too long since you came around."



Saraphina reminds Don Vito of her husband's loyalty.



"I have not forgotten him, or the loss that you have suffered."



"Padrino, my son has fallen in with some bad men. Fools."



"Sangu mia. He's in trouble. Please, he needs your help."



Tom Hagen looks away from the window. Luca Brasi is finishing his well-prepared speech.



"I hope that their first child be a masculine child. I'm gonna leave you now, because I know that you are busy."



"One more thing my friend. I need you to find someone for me...."

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Luca Brasi

OVERVIEW: THE BOWERY, LITTLE ITALY



Luca Brasi discovers the small-time crew and a mouthy leader.



Luca strides toward the trio, as they kick and beat you down.



Luca's imposing stature, and tire-iron, are more than a match for this motley crew.



The rescue is complete. A modicum of revenge can now be served.

The feared Luca Brasi saves you from a beating and forces you into combat with your turncoat ex-crew. Relish the job of learning basic melee techniques while returning the beating they gave you. Luca then shows you how to use a map and a notepad, and how to properly speak to people. He then leaves you on your own to reach a Corleone safehouse, as well as checking your inventory, sprinting, and interacting with the locals. Welcome to Little Italy.

"My name is Luca Brasi—I've been looking for you."

—Luca Brasi



MISSION OBJECTIVES

1. Defeat the two punks under Luca Brasi's mentoring.
2. Get to the Corleone safehouse.
3. Head upstairs to your save location.

PLAYERS



LUCA BRASI - When executing a favor for Don Corleone, Luca Brasi uses unobtrusive, slightly ponderous, but ultimately successful methods. Expect no less on this occasion.

AREAS OF INTEREST

STARTING POINT: Q 14. DEAD-END ALLEY: BOWERY STREET.



Normally sealed, this alleyway becomes a proving ground after Luca rescues you. Dish some punishment to the two punks, and learn from this imposing gangster.

APPUNTAMENTO POINT: Q 14. OUTSIDE ALLEY: BOWERY STREET.



After combat has finished, Luca and you walk to the end of the alley. Soak in the atmosphere of the Bowery at night, but hurry on to your safehouse.

FINISHING POINT: ID 414. P 14. CORLEONE SAFEHOUSE: GRAND STREET AND CENTER STREET.



At this slightly shabby but secure safehouse, you can sleep off the beating you took. Follow Luca's instructions, and head for either of the building's two entrances.

MISSION 1, TRAINING: THE ALLEY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 1: BRASI KNUCKLES

OBJECTIVE:

"Defeat the two punks."



With particles of the crew leader's brain still glistening off Brasi's tire iron, it falls to you to finish your two remaining ex-colleagues. You're using slightly less deadly weapons though: your melee combat skills. Listen to Brasi's gruff

instructions, and learn the basics. Start by **locking on to your target**. You will now always face the foe you're fighting.



You can walk around your targets too, so you can line them up with ledges or walls to throw them against.

Normally your enemy is less docile than this frightened idiot. **Begin your strikes.**



Follow Brasi's orders; attempt a series of **quick attacks** while locked on.

Lean back and **strike with a hard punch**. This power attack produces a shot of blood from your foe's mouth.



Foes don't flee when they're grabbed. **Nab your foe**, and try out some quick attacks.

Power attacks are also recommended. Constant strikes produce combos.



After a series of strikes, your foe falls to his knees.

Wail on him as he kneels, but **pull him back to his feet** so he's more maneuverable. And it's what Luca wants.

Tip

Of course, if you've already practiced the BlackHand arts, you don't need to follow Brasi's instructions to the letter and can attempt strangulation and wall slams in addition to the other takedown techniques. When you're done with your fun, finish your foe the way Brasi intends it.



Once you've stood this punk back on his unsteady pins, Brasi orders you to finish him. Use the **techniques you've mastered**, and lay into him. Lock on and pummel with quick and power attacks, grab him and do the same, and continue the flurry of fisticuffs until he falls to the ground. If he drops an object, it is money. **Be sure to pick it up!**



Mix up your grappling by maneuvering him up against a wall and **slamming!**

If you **turn and release** him, he goes flying to the ground.

"You know the basics; let's see you use them!" Brasi bellows, and he throws the second punk at you. This guy is gloriously ineffectual at fighting, and would be little match for Fredo Corleone, never mind a street thug such as you.

He does come out swinging though. This is a **good time to practice blocking**; learn to activate it just before he attacks.



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Luca Brasi



Take down this thug; perhaps by throwing him against the crate on the right wall—there's \$1,000 inside it!

Caution Stay away from Luca during your punk takedowns. You can't harm him, but he doesn't take kindly to being winged by you or your assailant. He retaliates with some truly colorful language!

Tip That \$1,000 is the first "bonus mission money" you can collect. Find a sack of cash in all 17 main missions. Check the appendix for all locations.

OBJECTIVE:

"Get to the Corleone safehouse."

PART 2: COME TAKE A WALK



With your former gang members in need of serious medical attention, Luca seems satisfied. "So kid, you and me. We've got some business." You are encouraged to walk to the end of the alley with him. When he

stops, and the "puppet" icon appears above Luca's head, step to him and begin to talk. Luca shows you your mini-map and notepad. Open your inventory and select "Map" to look at a larger map of the city.



"I still forget where the hell I am from time to time!" But you can easily find your way around.

Wait for Luca to unlock the door. Welcome to the Bowery.

Note Refer to the "Training" section of this guide, or your instruction manual, for more information about the mini-map and accessing your notepad.



As the alley door locks behind you, check out your first real objective. The safehouse shows up on your mini-map as a blue dot ●, and on your paused in-game map as a blue "X." Stay off the road as the police car screeches by. You can take three different routes to your safehouse, and try a number of small explorations. Seven plans of attack are listed.



PLAN 1: BANTER WITH BRASI

OPTIONAL



Before you head to safety, you can step to Luca Brasi, who's standing by the alley, and attempt to engage the lug in conversation. The results ain't Shakespeare, but you do find out he's an associate of Don

Corleone, and he might be in contact about some work. Keep bothering him, and he becomes increasingly tired of you and orders you home.

Caution Don't head more than a block away from the area between Luca and the safehouse, or you'll have to restart. Save large-scale explorations until the morning.



PLAN 2: STRAIGHT TO THE SAFEHOUSE

RECOMMENDED



The quickest route to your destination is to run north along Bowery Street, past the doctor's office on the left. The clinic of Doctor Valachi (ID 371) is a Corleone-owned business, and you can

MISSION 1, TRAINING: THE ALLEY

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optionally enter it. Head here, or to any other doctor you can find, to **heal yourself during or after a mission**. You have no money for a health prescription currently.



Run past the doctor's and **make a left on Grand Street**.

Learn to sprint, and increase the pace. Pass the Bowery Bank (ID 022) on your right. Head to Mott St.



As you reach **Grand News**, a Corleone car pulls up and two gangsters attack the Stracci mobsters guarding the joint. Ignore this or join in, if your BlackHand skills are up to par. Don't strike the Corleones; pummel the Straccis and escape before the police start firing!

Continue over **Mulberry Street**, and end your search at the shield. Welcome home!

PLAN 3: HEADING DOWN HESTER

OPTIONAL



The second and slightly longer route to the safehouse allows you to **explore Hester Street**, to the south. Jog south down Bowery Street, and make a **right onto Hester**. With any of these routes, you can hijack a vehicle and

drive it home. This route is the best for driving, as you finish up at the alley entrance to Grand Apartments.



Start your expedition. Don't run in front of traffic; **slow-moving or parked cars** are easier to appropriate!

A white truck was chosen. Those gunshots? The police; the vehicle was stolen in front of the police station!



Head down Hester, crossing Mott Street and Mulberry Street. Ignore the open stores.

Make a **sharp right onto Center Street**. Drive to Grand, or better yet, make a quick right before the **wooden barrow**.



This leads to the Grand Apartments' **other entrance**, at the end of a narrow alley.

Park a vehicle here and a similar vehicle is there when you exit. This is an **excellent way to quickly obtain a car**.

PLAN 4: A LITTLE ACTION IN THE LITTLE ITALY ALLEY

OPTIONAL



Another interesting idea is to **explore the alley system** between the buildings that lie south of Grand and north of Hester. A snaking alley runs all the way to Mulberry. If you explore these areas, you'll learn to **look for them later**,

as **shortcuts**. Begin your progress by running to Doctor Valachi's, and turn left down the alley.



Numerous **shady fellows**, such as this Tattaglia wiseguy, can lurk down this alley.

There may be another gangster at the exit on Mott. Use your **boxing skills** if you wish.

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Dino
DeMantagna



Fight a gangster, and the passersby comment about it. Head down the second alley, right of DeMantagna's Barbers (ID 368).

This alley is narrower, with more turns. It features a **black market merchant** selling dynamite.



Your funds are low, so you don't have enough money to buy the dynamite. Exit onto Mulberry, and head south to the alley entrance, or north to the main entrance of Grand Apartments.

Tip You've met your first black market merchant. Scour the map looking for other nefarious characters lurking in shadowy places. These are the people to barter with when you want extra ammunition!



PLAN 5: A LITTLE FUN IN LITTLE ITALY

OPTIONAL



Whichever route you take, remember you can chat with or **beat up anyone** who crosses your path. This attracts the police, and without bribe money, you need to rough them up too. **Don't let this escalate**, as you're ill-equipped to deal with notoriety. When you find yourself out of your depth, rush to the Grand Apartments, and **lie low for a while**.

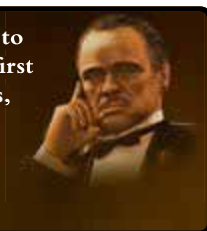


Don't try to **out-muscle** a seasoned Tattaglia gangster; you'll meet your match!

PLAN 6: TAKING A CUT AT THE BARBERS

OPTIONAL

Tip Attempt this only if you want to extort a business before your first "official" request from the Corleones, which occurs in Mission 2. It is completely optional, but it allows you to begin your next mission with well over \$500.



On your way to the safehouse, select a business to shake down. The **only really good option** is DeMantagna's; it has a Very Easy difficulty setting and no racket to worry about, and it's likely to be open. Be warned:

There's a chance that a **couple of Tattaglia goons** are at this place—one on the street, and the other in the back room.



Got a problem with a Tattaglia cockroach? grab the thug and **toss him through the window!**

Vault into the store, and finish the thug. A second goon may appear from the back door. **Pummel him, too!**



Now chat with Dino. Do this immediately if no gangsters are guarding this place. The threats fall on deaf ears.

So it's time for a little persuasion! Start by emptying the **cash register** with your fists. Dino isn't pleased!



MISSION 1, TRAINING: THE ALLEY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Now turn your attention to Dino. **Slam his head into the window.** He (and it) usually cracks about now.

However, as long as you're careful, you can keep the extortion going; **throw him into the street!**



Now make the deal; the payout (which was around \$225 when Dino gave up) balloons to around \$550!

PLAN 7: TAKING A BIGGER CUT AT THE BARBERS

OPTIONAL



The extortion doesn't have to end there, either! As long as you extorted Dino DeMantagna for enough funds that your cash amount exceeds \$500, you can enter the alleyway just to the right of the barber's and **locate the black market**

merchant. Hand over \$500 for a stick of dynamite. This may seem excessive given your cash-flow situation, but the payout is worth it!



Return to DeMantagna's, and enter the back room. Move to the safe at the back of the room.

Plant the dynamite, then make sure you don't have a direct line-of-sight, or you'll be struck by the explosion. Here is a good spot.



Walk over to the safe, and snag the swag! There's likely to be around \$900 and another stick of dynamite here. Not bad for an evening's work! Now get to that safehouse!

Note As soon as you bomb your first safe (either in this or the next mission), access your inventory and rap sheet. Click on "Collectibles." There are 100 safes to destroy throughout the city. The previous chapter and the appendices have the locations of all safes.



Tip Why collect all this money so early? Because it allows you to optionally bribe a racket boss in the next mission.



PART 3: A GRAND ENTRANCE

OBJECTIVE:

"Head upstairs to your save location."



Welcome to the Grand Apartments safehouse! Here, you can **save your game progress,** and **hide out** from the police or rival Families, decreasing your heat. For the moment though, a quick inspection of your new digs is called for.

Remember, at any time, you can run up the steps to the **save location** (denoted by the shield).

Downstairs, there are two doors (to the street or alley exit), and a phone to pick up.



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Luca Brasi



The upstairs landing has **two unlocked rooms**...

...one of which houses a **couple of dames** with little clothing and fewer scruples.



But your main objective is to reach the **door to your save room**. Enter.

Before you retire to bed, pick up the **health prescription** on the table if you need it, and the **baseball bat**. Then save your progress.



Mission 2, Training: The Enforcer

OVERVIEW: LITTLE ITALY

Luca Brasi seems to be giving you a chance to prove yourself. After meeting with him, he explains why the Corleone Family is much respected. However, this respect doesn't extend to a local butcher named Emilio Brunetti, who pays tribute to the Tattaglia Family. You're instructed—in no uncertain terms—to bring the butcher back into the Corleone fold, persuading the man to pay up or face the consequences. This gives you ample opportunity to extort in a variety of ways. Once Emilio agrees, he opens up the rest of his building, where a Tattaglia gambling racket is secretly being run by some rather inept gangsters, including the easily shaken Frankie “the Flush” Ferneti. Bring this den of iniquity under Corleone control, bribe a police sergeant to look the other way, and report back to your mentor Luca. After that, you're free to run amok!

“But one thing must be understood. I would never go against the Godfather. Don Corleone is a man I respect.”

—Luca Brasi



MISSION OBJECTIVES

1. Answer the telephone downstairs.
2. Talk to Luca Brasi.
3. Extort the butcher.
4. Take over the racket upstairs.
5. Bribe the police sergeant.
6. Return the cash to Luca Brasi.
7. Meet Paulie Gatto at the Falconite Social Club.
8. Extort businesses to earn money.

PLAYERS



LUCA BRASI - Luca Brasi seems pleased with your progress. But he isn't impressed...yet. He deems it time for you to shake up a feeble butcher and some bungling gangsters.

MISSION 2, TRAINING: THE ENFORCER

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



EMILIO BRUNETTI - Old Emilio is a shell of a man, unable to muster the courage to shake off even the unsteady hand of Frankie Ferneti and his motley crew of Tattaglia thugs.



FRANKIE "THE FLUSH" FERNETTI - Frankie's well past his prime, and he's only just managing to keep a small-time gambling racket above water. Pathetically organized with little muscle, he's ready to be flushed out.



POLICE SERGEANT GALTOSINO - This vicious and perverse police sergeant has a pockmarked red face thanks to whiskey, and an evil temperament thanks to a slightly unhinged personality.

AREAS OF INTEREST

STARTING POINT: ID 414. P 14. CORLEONE SAFEHOUSE:
GRAND STREET AND CENTER STREET.



Your base of operations allows you to receive phone messages; use this feature to learn of forthcoming missions, and don't keep Luca Brasi waiting!

APPUNTAMENTO POINT: ID 302. Q 14.
HESTER STREET AND MOTT STREET.



This once-proud establishment has lacked upkeep. The paint is peeling, the meat is questionable, and the renovation costs are being diverted to the Tattaglias.

FINISHING POINT: ID 067. P 15. THE FALCONITE:
CANAL STREET AND ALLEY OFF MULBERRY STREET.



The Corleone's social club is an excellent place to visit to find out the latest happenings with the Family. The associates outside are always ready to lend a hand.

Apparel

"IL DIAVOLO ROSSO."

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Dress Shirt	Open-Collar	\$0	0	2/3	8/12
Pants	Casual Pants	\$0	0	2/3	9/12
Shoes	Dress Shoes	\$0	0	—	6/6

Note Your apparel is reasonably important, as your clothing creates an impression. In each mission, an example of a different ensemble is revealed for you to optionally try out. Each piece of clothing you buy adds a one-time respect bonus, no matter what outfit you actually wear. Purchase every item for the maximum respect.



PART 1: LUCA AND LEARN

OBJECTIVE:

"Answer the telephone downstairs."



Once you've saved your game and optionally changed your attire, take the health prescription (if needed) on the table, and snatch the baseball bat (if you've broken one previously). Then leave your room and head downstairs. Both doors outside are locked until you pick up the phone. It isn't wise to keep Luca waiting.

Answer the phone, then stride to the blue halo at the base of the stairs.



You leave the apartment. Luca is waiting for you. It is early morning in Little Italy, Luca's favorite time of day. "One thing must be understood," Luca explains. "I would never go against the Godfather."



He will have the Godfather's orders carried out. "Old Emilio is giving his kickbacks to the Tattaglias. He needs to be taught a lesson."

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Luca Brasi



Emilio Brunetti



Frankie
"the Flush"
Ferneti

OBJECTIVE:
"Talk to Luca Brasi."



Once Luca has explained that Emilio Brunetti, the local butcher in the Bowery, has switched his allegiances, the walk stops across the road from the old man's shop. Although it isn't strictly necessary, you can speak to Luca if you need further clarification of the job. His answer? "Convince him to pay his dues."

"Show a little respect, and a little negotiation. Try turning up the pressure, but don't go too far!" That goes double for Luca. Talk to him again, and he gets a little shove-happy.

Resist any psychotic tendencies. Don't target and strike him, or he'll yell at you.

Don't hijack a vehicle and run him over; the mission ends embarrassingly for you.



PART 2: BRUTALIZING BRUNETTI THE BUTCHER

OBJECTIVE:
"Extort the butcher."



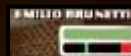
to go. Naturally, there's more than one way to intimidate Emilio Brunetti:

Once you understand what you must do, cross the intersection of Mott and Hester Streets, heading for the butcher store. You can't miss it; there's a neon sign of a pig above the door, and a Corleone shield icon indicating where

PLAN 1: ARTFUL EXTORTION

RECOMMENDED

Tip



The adjacent image (left) shows Brunetti's pressure meter. The plan here is to fill the meter past the white mark, but stop as close to the red part as possible. You must do this without killing Brunetti or filling the pressure meter to red. If this occurs, your extortion is over.



The plan is simply to extort Emilio for the most money possible. As you open the door, you see Emilio behind the counter. Walk up to him, and engage him in threatening conversation. His response is always along the lines of "Forget it! You goons ain't squeezing me no more!" It seems Brunetti needs some convincing; here's how to get the maximum payout:



Start with store property. Bring a baseball bat (or your fists) down on Emilio's scales.

Continue by smashing the cash register, then hit both the white counters. The old man's almost ready right now!

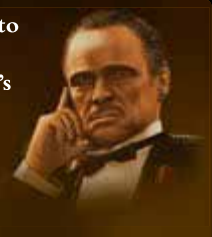
Slam Emilio's head into the bloodstained table. This is quick, and it adds a lot of pressure without severely wounding him.



Hold Emilio and ready a punch, but don't follow through. Wait until the payout reaches around \$1,100. Then make the deal.

Tip

The key to making money is to maximize your payout. If you extorted just after reaching Brunetti's green pressure point, you'd make around \$340. If you maximized the payout, it can reach just over \$1,100! That's more than \$760 extra a week!



MISSION 2, TRAINING: THE ENFORCER

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PLAN 2: FRIGHTFUL EXTORTION

OPTIONAL

Produce a gun (stolen from a Tattaglia gangster in the previous mission) and shoot out the store windows, then vault inside. This wastes ammunition though.

Use a gun to destroy the scales, register, and counters. Again, you're better off saving bullets.



Punch Emilio into submission, using quick or power attacks. This damages him more severely, and you risk killing him, compared to the head slam plan.

Target Emilio with a weapon, **lock onto a joint** (the shoulder or

knee, for example), and shoot him. This wastes bullets, and you can waste Emilio if you're trigger-happy!

Or, there's the **baseball bat**, although you have less control over the pressure you're building. It's better to use that on a real thug.

Dragging Emilio causes minimal harm, but increases the pressure only slightly. He fights back if you drag him more than 30 feet from his business. Keep it inside!



The plentiful shelves make **slamming Emilio up against a wall** difficult. It takes too long to pressure him this way.

Conversely, **strangling Emilio** is by far the quickest way to pressure him. However, it's

too easy to kill him (even if he has health left). Use this technique sparingly until you master the timing.

Shoving is entertaining, but takes a while. Why not swing Emilio around and let go so he staggers back into the window? It's entertaining to watch, but an unimpressive extortion tactic.



Dragging the butcher to a window and **shoving his head through** takes a while to maneuver.

Flipping him out into the street piles on the pressure, but this takes a while to maneuver and can easily tip him over the edge.

PART 3: GAMBLING ON THE FLUSH

OBJECTIVE:

"Take over the racket upstairs."



After the extortion shakedown has been completed, and **Brunetti's tribute is added**, the butcher **unlocks the door at the back of his shop**. This is the only way to reach the back and upstairs area of the building,

where Frankie "the Flush" Ferneti holds sway over an **illegal racket**. Enter the back of the shop; you're taking on a Tattaglia racket for the first time.

Head up the stairs, uncovering a Tattaglia gambling racket. You won't get anything from the patrons except verbal abuse.



Move into the far room, where **Frankie "the Flush"** resides, along with a Tattaglia henchman or two.

It is time for this gambling racket to change owners. There are **two ways to accomplish this**, depending on your budget:

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Frankie
"the Flush"
Ferneti



Sergeant
Galtosino



Luca
Brasi

PLAN 1: THE HANDSHAKE BUY OUT

OPTIONAL

Note You must have \$1,600 or more collected cash on your person to offer the buy out. This is only possible if you took over DeMantagna's Barber Shop in the previous mission, and extorted a large amount from Emilio downstairs.



If you have cash to spare, walk straight over to Frankie the Flush. Don't strike anyone or fight the Tattaglia thug. Target Frankie if you wish, but **do not grab him!** If you're violent at all, you'll need to take over this racket with force (Plan 2).



Walking up to Frankie the racket boss produces a **takeover buy out**. In this case, it's \$1,600. **Speak to Frankie with this amount, and you automatically pay it.** The racket's yours!

Tip Why buy out? A nonviolent takedown lessens tensions between you and a rival Family. It also allows you to quickly take over a racket, and always results in the maximum weekly payout (in this case, \$800). It isn't necessary to do this now, but it becomes helpful later, when you've money to spare.



PLAN 2: THE SHAKEDOWN BEATDOWN

RECOMMENDED

Instead of making friends and influencing people, at this point in your career (and if you have less than \$1,600, or more but want to spend it on weapons, clothing, or police bribes), you're better off with a **more violent plan** of attack. Step through the first gaming room into the back. Ignore Frankie. He won't attack you. Instead, **grab the goon guarding Frankie**. Begin the beatdown!



Any of the techniques mentioned during the butcher extortion work here; but you **don't have to be as careful!**

Optionally finish the Tattaglia thug off with an execution. This one's called the **BlackHand Execution**.



Whereas this one is the **BlackHand Grapple Execution**.

And this one is the **Grand Slam Execution**.



Pistols, baseball bats, and other roughhouse tactics are encouraged.

Now for Frankie. He's **less pressured** by events around him than Emilio was. Look how nonchalant he is about the Tattaglia goon execution!

The only additional ways to pressure Frankie are to start **executing gambling patrons**. Slapping a dame to death earns you double the heat points.

Grab Frankie and apply the pressure. **Head slams** against the craps table work well.



So does **wall slamming**. Stop when you reach a payout of **around \$770**. That's about as tight as you can go before Frankie loses it!

MISSION 2, TRAINING: THE ENFORCER

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Tip If you wish to quickly learn the maximum takeover amount you can get for a racket, check the takeover bribe that appears near the racket boss, and halve it. In this case, the takeover bribe is \$1,600, so the maximum weekly earnings from this racket will be \$800. Now you can optionally use violent means to gauge how close you can come to this amount, without initial bribe expenditure.

Note You've uncovered the gambling racket chain. Consult the previous section, and the appendices section, to see where all the related racket connections are.

Note You've probably succeeded with your first execution. Bring up your rap sheet in your inventory, and click on execution styles. This lists all the executions you've completed. Remember to tick them all off!

PART 4: BRIBERY AND CORRUPTION



This organized crime lark is beginning to pay dividends, but **don't forget your extra share** before you leave! The Tattaglia thug you slaughtered should have dropped a stick of dynamite. **Head on over to the safe**, place the

stick there, then hide behind a table. You won't be harmed if an object blocks your line of sight to the explosion. The same can't be said of this gambling patron.

Note As soon as you destroy your first safe, access your inventory and rap sheet. Click on collectibles. The "Tour of the City" reveals all safe locations. This is also the bonus money location for this mission; check the appendix for all the others.

OBJECTIVE:
"Bribe the police sergeant."



Pick up the money and another stick of dynamite from the safe and head downstairs. Move back into the **front of the shop**. It seems your threats and thievery have attracted some unwanted

attention. Move to the front of the shop, and **confront Police Sergeant Galtosino**. Bribing cops keeps the heat off for small crimes, for a while.



Galtosino is a bent cop with delusions of grandeur. Still, he shuts up after he's **given \$100!**

Whoa! Shooting Galtosino in the head **hasn't been sanctioned by the Corleones!** You'll fail using this tactic. The only way out is to pay up.

OBJECTIVE:
"Return the cash to Luca Brasi."



Head out of the butcher shop and across Hester Street to **meet up with Luca**.



"Geez, what took you so long?" Luca doesn't usually wait around for his money. You pay him. "See, I told you this business was interesting, eh?"



Luca wants you to meet up with his friend and show the friend Luca's lighter.

OBJECTIVE:
"Meet Paulie Gatto at the Falconite Social Club."

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Paulie
Gatto



Monk
Malone



Amerigo
Bonasera



Maria
Bonasera



After Luca walks off, you're free to explore Little Italy, or anywhere else in the city. Before you head off to earn your fortune through a mixture of smarts, shakedowns, and thuggery, look for the

Corleone advisor. He's wearing black, and tells you the Tattaglias need to be taught a lesson. Drive them out of business; you're certain to attract the Corleone Family's attention!

OBJECTIVE:

"Extort businesses to earn money."

PART 5: EXPLORATION TACTICS

OPTIONAL



Tip Little Italy is yours to explore! We recommend that you immediately return to your safehouse, save your game, and then return to the streets.



Use your mini-map to locate establishments, extort the business owners, and uncover any rackets that may be occurring in back rooms, dark cellars, or musty warehouses. You can explore as little or as much as you like.



Refer to the section marked "Keeping It in the Family" at the end of this Prologue walkthrough. There is information for the recommended plans of exploration to achieve before you begin Mission 3, as well as Act 1.

PART 6: FLYING TO THE FALCONITE



Once you've temporarily had your fill of shakedowns in the city, head back to your safehouse, save your game, expend some skill points (shown at the start of the next mission), and optionally change your outfit

(shown at the start of the next mission). Answer the phone if you wish; you're told to get over to the Falconite, pronto!



The quickest way is on foot, out the back. Sprint to the end of the alley.

Head left on Center Street to the intersection with Hester. Make a right. You can't miss it!



Mission 3, Training: A Grave Situation

OVERVIEW: LITTLE ITALY



You enter the Falconite, and flash the lighter to the barkeep.
“Luca sends his love.” Paulie Gatto inspects the lighter.



You express displeasure at being labeled “Luca’s new errand boy.”
Marty “Monk” Malone, and Paulie Gatto introduce themselves. “Take it easy—he’s just busting your balls,” Monk says.



“This ain’t no tea party; we got work to do.” Gatto is all business, no pleasure. The undertaker’s daughter just got out of hospital. Her attackers need a lesson in respecting a lady. Don’t off these guys.

When those who seek the help of the Family (and have shown loyalty in the past) request a favor from the Godfather, that favor is paid in full. While undertaker Amerigo Bonasera ponders the debt incurred by the roughing up of two ruffians responsible for manhandling his daughter, it’s up to the more junior members of the Family organization to administer punishment. To this end, you meet Paulie Gatto and Monk Malone: two Corleone footsoldiers you’ll be working with in the future as they test your fighting abilities. Scaring two fraternity boys by threatening to bury them alive is but a modest revenge for the scars they inflicted on Maria Bonasera.

“Goodnight, sweetheart.”

—Paulie Gatto

WAYPOINT MAP



MISSION OBJECTIVES

1. Follow Monk and Paulie.
2. Beat up the college punks.
3. Meet Luca on the Bowery in Little Italy.

PLAYERS



PAULIE GATTO - Part of Capo Peter Clemenza’s crew, Gatto is also Don Vito Corleone’s driver. Unlike the other Corleone Capo Rocco Lampone, Gatto is much less approachable and prone to cruel jibes and snide remarks. But he gets the jobs done.



MONK MALONE - A Corleone associate working under Paulie Gatto, Marty “Monk” Malone is a large, gruff but personable man with unquestioning loyalty once you’ve proven yourself to him.



AMERIGO BONASERA - The Corleone’s undertaker has seen the results of violence on an almost daily basis (his last name aptly means “good night”), but none have moved him to such drastic pleas as the scars his daughter suffered.



MARIA BONASERA - Maria Bonasera keeps to her room, too afraid to leave the confines of the funeral home after the molestation and beating she suffered at the hands of her supposed boyfriend.

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Paulie Gatto



Monk Malone



LUCA BRASI - Ever-watchful, Luca Brasi will hear a report from Paulie Gatto regarding the success or failure of this little mission. Try not to disappoint your mentor; he isn't expecting you to.

AREAS OF INTEREST

STARTING POINT: ID 037. Q 13. OLD ST. PAT'S CHURCH: PRINCE AND MOTT STREET.



Built in the 19th century, this church serves most of this area of Little Italy. It's a good landmark to use when navigating through the tight and confusing streets of the Bowery.

APPUNTAMENTO POINTS 1, 2, 3: CHURCH GRAVEYARD: PRINCE AND MOTT STREET.



The graveyard of Old St. Patrick's is unusually silent, and many graves on the property are those of fallen members of the Corleone Family. A grave has recently been dug.

FINISHING POINT: Q 12. ALLEYWAY (LEADING TO EAST HOUSTON STREET) OFF FOURTH AVENUE.



At the northern end of the Bowery, just as it turns into the fancy Fourth Avenue, is an alley Luca Brasi favors as a place to test the accuracy and mettle of young gunslingers.

Apparel

"THE BEIGE BRAWLER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Vest	Closed w/ Rolled-Up	\$3,600	1125	3/4	12/12
Dress Shirt	Purchased w/ Vest	—	—	3/3	9/12
Pants	Casual Pants w/Belt	\$720	225	3/3	11/12
Shoes	Oxfords	\$420	135	—	5/6
Hat	Snap Brim	\$480	150	1/2	12/18
Glasses	Wire-Frames	\$300	95	—	6/8
Total		\$5,520	1,730		

PART 1: A VIOLENT UNDERTAKING

OBJECTIVE:

"Follow Monk and Paulie."



You automatically appear beside Old St. Pat's church on Mott Street. Paulie and Monk are already crouched down, silently maneuvering along the street. **Crouch down**; this allows you to move silently (and allows sharper aiming when firing your weapon, plus makes you less of a target). **Stop when you reach the corner and peer left.** Those punks who roughed up Miss Bonasera have returned to the undertaker's home.



It's less of a serenade, and more of a threatening plea: "We won't hurt you! Don't blow this situation outta whack!"

Stay crouched and **move to the stone retaining container.** You'll hear those punks' threats easier.



When you've heard enough, **stand up**, and both punks bolt for the graveyard.

OBJECTIVE:

"Beat up the college punks."

PART 2: FEELING BLUE



The portlier of the two punks, wearing the blue sweater, doesn't quite make it to the graveyard entrance. He's halted at the graveyard wall. Both Monk and Paulie are waiting for you to prove your roughhousing methods.

You can either follow approved tactics, and **grab the punk** for a spot of wall-slammng (thus learning the technique), or improvise.

MISSION 3, TRAINING: A GRAVE SITUATION

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Grab the punk, and slam him up against the wall. This is all the threatening you need to do.

Naturally, you can **keep up the beating**, using your learned techniques. Stop before you beat the guy to death, though!



You don't need to use just your fists; take a **swing** with a baseball bat.

Although you aren't supposed to, **you can actually knock out this punk**, as long as you use your hands or a melee weapon.



Your nickname isn't "Mad Dog," so **don't try** slaying this punk with a gun.

PART 3: SEEING RED



through the entrance, and follow the onscreen instructions. Don't use guns, just your fists (and optionally, a bat).

Once the first punk has been dealt with, you can optionally chat with Monk and Paulie, whose responses range from encouraging to sarcastic. Now for the other one: this red-blazered preppy punk is hiding in the graveyard, so run



First, grab your partner by the collar.

Then swing him around until he begins to holler.



Grab and slam...Release the swing.



Keep up the grabbing, dragging, swinging, and letting go until you've mastered this technique.

Tip When swinging a foe and letting him go, keep targeting him after the release. That way you'll see where he lands and can close in for more rough stuff without losing your target.



When the punk's health is **dangerously low**, or you drag him to the **open grave**, your threatening behavior concludes.



The punk is tossed into an open grave, while Monk and Paulie play-act a live burial.



As the punk pleads for his life, Paulie tells him, "Ya gotta learn to treat the dames a little nicer."

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Monk
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Amerigo
Bonasera



Luca
Brasi



"Goodnight, sweetheart."
The shovel knocks the
punk's lights out.

OBJECTIVE:

"Meet Luca on the Bowery in Little Italy."



Once the red and blue boys get what's coming to them, head over to see Monk in the alley outside the graveyard. "You got balls," he observes. "Now get the hell outta here. Luca's waiting for you in the Bowery." Your

next objective is to locate Luca, and help him out with a little job concerning a Tattaglia named Virgil Sollozzo. It shouldn't be too dangerous.



Optionally, before you leave, you can visit the undertaker's place.

Amerigo Bonasera thanks you for your help. His daughter is still too upset to meet you.



Tip There is another reason for entering the undertaker's place, and the church adjacent to the graveyard: you receive a respect bonus for entering unexplored venues. Do this often.



Part 4: Exploration Notes

OPTIONAL

Tip Continue extorting Little Italy merchants! It's recommended that you immediately return to your safehouse, save your game, and then return to the streets.



This is the second opportunity to explore the city for fun and profit. Remember you can go anywhere, extort anyone, threaten any Family (although you'd be wise to tackle one Family at a time, as shown above, where the Tattaglias are continuously hounded). Try to locate more establishments, extort the business owners, and uncover any rackets that may be occurring in back rooms, dark cellars, or musty warehouses. Detailed notes and tactics are shown at the end of this mission in a section marked "Keeping It in the Family." This details the recommended antics before you help Luca in his meeting with Sollozzo.

PART 5: MEETING WITH THE BIG FISH



Once you've conquered and collected as much as you can, head back to your safehouse to save your progress, then head to the street exit, locate a vehicle, and drive it to Luca the quickest way possible.

Head east along Grand Street, making a left onto Bowery Street, and accelerate north, slowing down just after East Houston Street.



That large imposing figure standing at the end of the alley? That's your man.

Keeping It in the Family 1: Prologue, Freelancing



OPTIONAL

Note The following information is purely optional and can be attempted at any point during your adventure. You can elect to attempt fewer, the same, or more freelance opportunities than what's presented here. The information below is the *optimal* amount of freelance extortion you should attempt before you begin "Act 1: The Outsider." Find specific locations for safes, extortion tactics for businesses and rackets, and detailed takedown information in the "Tour of the City" section.



Tip If you require a detailed map showing all the available freelance opportunities in the area, also check the "Tour of the City" section of this guide.



WHEN TO FREELANCE

Attempt to freelance between the following missions (if there are other gaps between missions, it is preferable to continue with the next mission):

OPPORTUNITY	AFTER	BEFORE
1	Mission 2: Enforcer	Mission 3: A Grave Situation
2	Mission 3: A Grave Situation	Mission 4: Sleeping with the Fishes

WHAT TO FREELANCE FIRST

Are you overwhelmed with the number of nefarious activities available? Then look to our **handy icons** under every part of your freelance planning; they show you which activities are "Vital," which are "Useful," and which are "Reasonable" to attempt.

VITAL Nets you money and/or respect easily and effectively and is exceptionally important to try.

USEFUL Good to attempt either now, or during the subsequent act, but not necessary to try right away.

REASONABLE Helps you gain a foothold in the area; a plan to consider if you have some spare time.

PART 1: BUSINESSES AND RACKETS

It is generally agreed that you should attempt to **extort businesses** that are near your safehouse, moving out in a concentric circle, and that **aren't Hard or Very Hard** in

difficulty. Save after each successful extortion, and don't forget to check for a racket in the back room of each. Select any or all from the following (which are presented in order of difficulty):

Caution The greater the difficulty of the businesses and rackets, the more respect, skill points, and weapons you'll need to complete the task.



BUSINESSES TO EXTORT: VERY EASY

VITAL

DE MANTAGNA'S BARBERSHOP: ID 368, Q 14
GRAND NEWS: ID 338, Q 13
GLOBAL TRADING COMPANY: ID 282, P 13

BUSINESSES TO EXTORT: EASY

VITAL

SICILIAN IMPORTS, INC.: ID 292, Q 12
TRAPANI'S BAKERY: ID 267, P 15
AREZZO SEAFOOD: ID 343, S 14
BRUNETTI'S: ID 302, Q 14
BELLA SICILIANA: ID 232, O/P 13
BOOLIE'S BAKERY: ID 307, Q 14
HARRY'S BAR: ID 213, R 14
PRIMOLA: ID 323, S 14
SAINT MARTIN HOTEL: ID 252, O/P 13

BUSINESSES TO EXTORT: MEDIUM

USEFUL

THE CONTINENTAL: ID 354, P 15
VA VA VOOM ROOM: ID 355, O 16
SAMMY'S: ID 353, Q 15
SMOKE SIGNALS: ID 283, P 14
HOTEL ALIOTO: ID 068, O 17

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PART 2: RACKET TRUCKS

USEFUL When you're en route to a mission, about to extort a business, or on the streets without a purpose, and you spot a racket truck, attempt to halt it (stopping it at a junction and shooting the windshield), dispatch the crew inside, interrogate the driver, and then locate your nearest safehouse to flee from the cops. These can be dangerous, so **be sure you've just saved, and you're not in the middle (or at the end) of a mission.** Try hijacking four to five trucks to get the hang of this.

PART 3: BANKS

THE BOWERY BANK: ID 022, O/P 16

SAVINGS AND LOAN: ID 026, O/P 16

VITAL There are two banks in Little Italy, and you should aim to rob the one nearest your initial safehouse. The Bowery Bank is straightforward; park a truck facing your safehouse, drop the dynamite, then flee to your truck and race to the safehouse at breakneck speeds.

Savings and Loans bank offers double the money, but it's extremely far from your safehouse. With this in mind, try taking over the Stracci-owned Alioto Hotel (ID 068) to the south, then purchase that safehouse (for \$40,000). The expenditure may not seem worth it, but the safehouse is useful for more than just a bank hideout location (see Part 10 below).

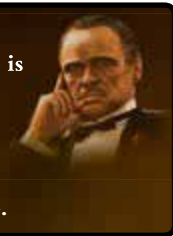
Tip Blowing up a bank safe nets you cash, but unlike destroying a safe, your dynamite isn't replenished afterward. Therefore, visit the black market merchant in the alley near DeMantagna's after every heist to replenish your stock of explosives.



PART 4: SAFES

VITAL Whenever you extort a business and a racket, be sure you check for a safe, then blow it up. You receive another stick of dynamite, and a bag of swag that could contain up to \$1,000. Your goal is to collect all the items each business has to offer; the safe is the most important, but collect stray money, items, weapons, and ammunition too.

Tip Demolishing a safe gives you a 1,000 point respect reward, which is vital in the early part of this adventure. Remember to blast all the safes you can! Start by visiting the black market merchant in the alley by DeMantagna's to get your first explosive.



PART 5: CONTRACT HITS

REASONABLE Don't worry about looking for gangsters that have especially annoyed the Corleone Family; you haven't met Salvatore Tessio (see picture) yet. You will in Act 1.

PART 6: BRIBING THE POLICE

LITTLE ITALY POLICE STATION: ID 011, Q 14

USEFUL If you need to lose some heat, be sure you visit the cop shop; there's only one in Little Italy. Head into the parking area to the left, and talk to the police chief. Have some money handy. Also bribe beat cops if your heat level escalates past two.

PART 7: WAREHOUSES AND TRANSPORT HUBS

REASONABLE There are actually five warehouses and hubs in Little Italy (one of which is derelict), but it isn't wise to take them over until you've spent some more skill points. Drive by the places, but refrain from attacking until Act 1.

PART 8: RIVAL FAMILY COMPOUNDS

REASONABLE Little Italy is unique as there are no other Family compounds except for the Corleone's (the Family you're allied to). By all means head to the Corleone Compound; if you can get inside either building, check the basement for a stash of pistol ammunition.

PART 9: WEAPON PURCHASES AND UPGRADES

VITAL There are around 12 black market merchants in the greater Little Italy area (including the industrial area to the west). Head there for ammunition, health (although the Doctor's are better), and more importantly, an upgrade to your pistol. Note you don't have to have bought the "level 2" to buy the "level 3"; but you'll receive a large (7,500 respect) bonus for doing so. Check your expenses, then opt for the Level 2, then the Level 3 (Saturday night special) revolver if you can afford it.

PART 10: SAFEHOUSES

GRAND APARTMENTS: ID 414, P 14

HOTEL ALIOTO: ID 068, O 17

USEFUL It isn't necessary to purchase a safehouse this early into your expedition, as the **Grand Apartments** provides access to the Bowery Bank and a cluster of businesses to extort. There are four safehouses in Little Italy:

The **Saint Martin Hotel** (ID 252), which is only marginally closer to a Tattaglia warehouse (ID 087) to the west (extort the hotel, but buy the room later).

The **Bowery Hotel** (ID 253) is only needed when taking on the Tattaglia warehouse on the east side (ID 088) of town. This is a Barzini stronghold, and should be left well alone.

Hotel Alioto (ID 068) would be the first choice for your next safehouse; it's near Brooklyn so you can extend your empire before you're given a safehouse there in Act 2. The cost is astronomical, so this is usually best left until Act 1.

PART 11: MOBFACE CLOTHING

VITAL Keep it stylish. Keep it smart. But keep on buying it! The **respect bonuses** (shown in the "Training" and "Appendices: Lists and Tables" sections of this guide) are exceptional, and the clothing is reasonably inexpensive. Try two or three complete outfits.

PART 12: FBI/G-MEN

REASONABLE There's only one FBI agent in the whole of Little Italy, and it's only necessary to find him if you start a mob war. As the Tattaglias are the major problem, you're likely to be dealing with them primarily. Check Tom's report; there's no concern until you start tackling warehouses during Act 1.

PART 13: STOLEN SHIPMENTS

There are **no stolen shipments** in Little Italy, so don't concern yourself with finding any!

PART 14: FAMILY FIGHTS AND EXECUTIONS

REASONABLE There's only one spot where an attack between rival Families occurs; just north of the black market merchant selling the upgraded pistol you want. Meet him during the day to minimize the chances of being attacked, or **at night to experience the battle**. Look out for two locations where an execution takes place (see the "Tour of the City" section for details).

PART 15: AMBUSHES

REASONABLE There are five ambush areas in Little Italy, each near a black market merchant. Purchase goods from them **during the day** to minimize your ambush chances. Locations of all the ambushes are shown in the "Tour of the City" chapter previously.

PART 16: FILM REELS

VITAL Collecting the 100 film reels nets you a total of 100,000 **respect points**. It's vital to find as many as possible during the early stages, as they really help you race through the respect levels. Make sure you find all 20 in the **greater Little Italy area**. Optionally, head to neighboring boroughs to claim the stashes there, too. **Get as many film reels as possible, as early as possible**. The locations are shown in the "Tour of the City" chapter and the "Appendices: Lists and Tables."

PART 17: EXECUTION STYLES

VITAL Defeating opponents in a particularly classy style, such as blowing up a mobster with a stick of dynamite or bomb, results in an execution; there are **more than 20** to achieve, and all net you sizable respect points. Respect is vital in the early stages, so check the "Training" and "Appendices: Lists and Tables" sections for the complete list, and **try as many as you can!**



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OVERVIEW: LITTLE ITALY AND MIDTOWN

Don Vito Corleone sends one of his most trusted henchmen to a meeting that becomes his doom. This assassination not only wipes out the only mentor you've had since the death of your father, but it's likely to spark a city-wide escalation in mob violence.

After some final instructions from Luca, you drive him to his ultimate destination: a known Tattaglia hang-out in Midtown. After the atrocity has been committed, you must seek out the assassin responsible, and make good your escape before you're stopped and arrested by the police, who arrive suspiciously too soon.

"Contento piu con la famiglia Corleone. Capace che vuoi cambiare. Ti vuoi mettere con me?"

—Virgil Sollozzo



MISSION OBJECTIVES

1. Learn how to shoot from Luca.
2. Drive Luca to the Luna Bar in Midtown.
3. Kill Luca's assassin.
4. Get to your safehouse in Little Italy.

PLAYERS



LUCA BRASI - Luca Brasi has been asked to meet with Sollozzo to pretend he's not happy with the Corleones and act as a double-agent. He's wearing a bulletproof vest, so he's certain to be safe if the Turk pulls a pistol.



VIRGIL SOLLOZZO - A rather shifty gangster and spokesman for the Tattaglia Family, Sollozzo is a loose cannon and the rival Family's assassin. This thug, known as "the Turk," is reportedly very good with a knife. And an ice pick.



BRUNO TATTAGLIA - Son of Tattaglia boss Philip Tattaglia, Bruno is here to meet with Luca Brasi. He's here to ensure the meeting goes without a hitch. He favors his Midtown bar with fish-decorated glass windows.

MISSION 4: SLEEPING WITH THE FISHES

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

AREAS OF INTEREST

STARTING POINT, APPUNTAMENTO POINT 1: Q 12. ALLEYWAY (LEADING TO EAST HOUSTON STREET) OFF FOURTH AVENUE.



At the northern end of the Bowery, just as it turns into the fancy Fourth Avenue, is an alleyway Luca Brasi favors as a place to test the accuracy and mettle of young gunslingers.

APPUNTAMENTO POINT 2: ID 222. O/P 6. THE LUNA BAR: 40TH STREET AND PARK AND FOURTH AVENUE.



A nightclub and front for the Tattaglia Family, this bar has ample room downstairs for a racket. It's owned by Philip Tattaglia's son Bruno. This isn't a place to frequent regularly.

FINISHING POINT: ID 414. P 14. GRAND APARTMENTS: GRAND STREET AND CENTER STREET.



After the nonstop action of the previous few minutes, there's nowhere left to run except to the safety of these apartments; they offer sanctuary in the midst of this chaos.

Apparel

"THE LOOK OF LUCA"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	7/12
Dress Shirt	Purchased with Double-Breasted Coat	—	—	1/3	2/12
Tie	Purchased with Double-Breasted Coat	—	—	8/9	5/17
Pants	Dress Pants	\$1,080	340	1/4	7/12
Shoes	Loafers	\$540	170	—	1/6
Hat	Fedora—Wide Brim	\$900	285	1/2	5/10
Total		\$14,520	4,545		

PART 1: FUN WITH A GUN

Tip Before you meet Luca Brasi, be sure you stock up on ammunition and weapons, and fill your health to maximum. It is recommended, but not mandatory, to have saved the funds to purchase an upgraded weapon. In this case, the Saturday night special was purchased. Don't forget to upgrade your skills; you might want to place some in shooting, and have one or two health points ready to allocate...just in case.



OBJECTIVE:

"Learn how to shoot from Luca."

Note If you haven't attempted to stake a claim for the Corleones by shaking down Little Italy's businesses at all, then this is likely to be your first attempt at firing a gun. Also check the "Training" section of this guide to learn all the valuable techniques you'll need.



Follow Luca as he whistles his way down a refuse-filled alley. He's spent a bit of time setting up some mannequin targets for you to practice your shooting. Of course, you'll need a piece.

Talk to Luca and he produces one from his coat pocket. "It's a loud one. Scares away curious people. Can't be traced, neither." Begin your weapons test.



"Don't be smart with me, kid; ya gotta have the gun out to fire it!" Draw your weapon.

The dummy in the corner is your target. Lock-on, then fire. Move the target reticle to the dummy's shoulder until the target turns red. Shoot the shoulder. After the dummy sways, aim down at either knee, and shoot again. Then move to the wall.

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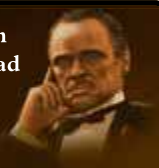
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Luca Brasi

Tip The key to quick, proficient kills in this adventure is to aim for the head with a targeted shot. You don't practice this technique in the alley, but you will soon enough!



Take cover. You can now **only** move left and right; not out from the wall. Move to the blue shield at the left end of the wall.

Luca's set up two dummies in the alley. Aim at the nearer one while you're concealed.



Then continuously hold the fire button until you stand out from the wall, and the gun is fired.

Tip Shooting from cover takes longer than normal firing. Target, then hold the trigger button rather than tapping it.



Cycle through enemies (in this case, the fallen and upright dummy) by locking on, then flicking the lock-on trigger to alternate targets.



Slay dummy #2 after locking on. Luca seems impressed. Step away from the wall.

Now for the vitally important free aim mode. Draw your weapon using the correct button to access it.

Tip Free aim mode is one of the most important methods of targeting: Not only can you lock onto targets as normal, but you can manually target foes, scenery that normally can't be targeted, and other important items. You also have your gun out and ready and can react more quickly to a problem. Learn and use this technique!



Luca needs you to liberally spray the front end of this truck with lead. Oblige him. Keep firing at the truck until the neighbors start yelling and Luca is satisfied, then exit free aim mode.

Caution Firing at the hoods of vehicles eventually (and if you aim at the front of the hood) results in it catching fire and exploding. Although this is great for clearing a street of an enemy hiding spot, don't get caught in the blast! This truck however, cannot catch fire.



There's just time to reload your weapon. This is useful between bouts of combat so you always have the maximum bullets in your chamber for the next confrontation.

Finally comes the conceal. Run about the streets with a gun out, and the public panics and your heat level skyrockets. Hide your firearm, and you're just another honest schmo in the Big Apple.



Your session is over. Luca now has a job to do, and he's taking you. "It's a secret, so let's keep it that way, eh?"

OBJECTIVE:

"Drive Luca to the Luna Bar in Midtown."

MISSION 4: SLEEPING WITH THE FISHES

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PART 2: LUCA'S LAST RIDE



Walk with Luca back to Bowery Street. He has a car waiting for you both, and he needs you to drive him to a meeting with two powerful members of the Tattaglia Family: Bruno Tattaglia and the troublesome Virgil Sollozzo. Enter the

vehicle on the driver's side, and accelerate north along the Bowery. You have four minutes to reach your destination.

There's only one real way to reach the Luna Bar. Stay on the same heading, accelerating north up Bowery Street.



Note You can also (on the PS2 and Xbox) use your triggers to accelerate and brake, instead of (or as well as) the buttons shown in the onscreen prompt.



The road bends left and straightens out. Luca plays out a previous conversation in his mind. The Don's request: "I'm a little worried about this Sollozzo fella. Find out what you can."



While Luca remembers his response, stay on the road heading north; it turns into Fourth Avenue.

Pass Union Square on your left. You've entered Midtown. Continue north up Fourth.



Pass the Met Life Towers (ID 165) on your left. Drive toward the Midtown Tunnel.

Drive into the left side of the tunnel. Although this is for oncoming traffic, it's slightly quicker, and the vehicles stay to the left. You should obviously keep to the right!

Tip The fourth alcove on the left contains a film reel. Park right next to the alcove, so you don't leave the mission area when you collect it. The respect bonus is gigantic (1,000 points). Grab this, and every other film reel, as soon as possible!



Tip Traveling at high speed is fine as long as you can squeeze past the traffic you're weaving through. Make your route less crowded by honking your horn. The traffic parts, allowing you to speed up the middle of the road. Honk early and often (C3, Xbox), or vehicles won't move out of your way in time!



Exit the Midtown Tunnel at speed, as the road becomes Park Avenue and splits into two. Again, the left side provides quicker access, but stay to the right edge of the park.

Execute a handbrake two blocks out from the tunnel, and turn onto 40th Street, heading west.



Park your vehicle in the space shown above. You're next to the Luna Bar.

You're driving proficiently if you can make it here with 2:45 left on the clock.

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Virgil
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Bruno
Tattaglia

As long as you follow the map, you won't get lost. Ramming incoming vehicles slows you down, and if you hit 10 vehicles, you'll immobilize Luca's car. So don't!



PART 3: LUCA BRASI SLEEPS WITH THE FISHES



Luca exits the car. He gestures to the side of the club. "There's an alley over there." You secure a vantage point. Should the meeting degenerate, Luca's parting words are, "Get outta there fast and find Monk!"



The meeting begins in the bar. Italian is spoken. "I think you and I can do business. I need someone strong like you. I heard you are not happy with the Corleone Family. Want to join me?" asks Sollozzo.

Luca wants to know what's in it for him. "50,000 dollari—dal principio" replies Sollozzo. Bruno Tattaglia offers Luca a cigarette. They light up. The meeting is over.



Bruno quickly grasps Luca's hand, and the assassin garrotes him. The assassin spots you through the fish-decorated window.



Tattaglia and Sollozzo spin around, producing pistols, and fire at your vantage point.

PART 4: VENGEANCE IS THINE

OBJECTIVE:
"Kill Luca's assassin."

Luca's Assassin



Take a good look at this creep. He's slain Luca—our mentor, and a loyal Corleone friend. He must be executed!



Luca is dead. There's little time for reflection, and all the time in the world for violent revenge! From your vantage point in the alley, produce your favored weapon (in this example, an upgraded revolver), and crouch

behind the crates. Your task is a matter of pride and vengeance: slay Luca's killer. And if you can take down around half a dozen or more Tattaglia goons, so much the better! There are two good ways:

Note In addition to the assassin, there are usually around eight Tattaglia goons off. Bruno and Sollozzo have fled the scene. Seek revenge on them later.



PLAN 1: AROUND THE BACK, BLASTING

RECOMMENDED



The first of the two main methods involves staying off the streets (so you don't frighten the public), and quickly moving around the back of the building, using walls as cover and to peer around, and slaying Tattaglia soldiers

immediately. Note that the longer you stay in one place, the more foes congregate to kill you; attempt these tactics while constantly moving toward the bar.



From your crouched cover, aim at the goon behind the far boxes. Position the target over his head, and wait for him to come forward. Shoot him in the head. Try for a single shot takedown if you can.

Run to the end of the alley, taking wall cover. Target the thug heading out of the door; he's milling about by the crate. Step out and slay him.



MISSION 4: SLEEPING WITH THE FISHES

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An easier plan is to enter free aim mode, and shoot the flaming barrel. It destroys the cover, sets the thug on fire, and allows for a brutally effective kill. Head to the steps.

Use wall cover, open the door, and from this cover, peer around to the back room. Two thugs appear only after you enter the room, so crouch and use the table as cover.



Clear the room of goons, and move to the opposite door. Use cover to peer around.

Step into the corridor, quickly check the main passage to the front door, then head to the double doors.

This is where the other thug and the assassin are holed up. Use the doors as cover, crouch, and execute the thug with a head shot. Show no mercy with Luca's murderer. Use a single shot to the face after crouching, entering the bar, and then using it for cover.



Collect any ammunition or health you need, and head out of the bar using the door opposite. Use wall cover to check the front entrance corridor.

The final two Tattaglia henchmen should be here. Step out, and slay them.

PLAN 2: UP FRONT AND PERSONAL

OPTIONAL



This second method of storming the club is more dangerous, usually results in more heat, but can be quicker. Your route is a little different. After dealing with alleyway scum, head around the front of the club, open

the two main doors, and deal with the threats inside. Then approach the bar from either the single front door or the back double doors.

Slay the thug in the alleyway, ensuring you aren't attacked from behind.

Check the street. Most of the pedestrians have fled. Move to the front doors, under the Cocktails sign.



Open the doors, then quickly use wall cover; this prevents the Tattaglia soldiers from wounding you. Slay both soldiers from a distance, remembering to aim for the head as the last one charges you.

Move down the corridor, and you approach the bar from the double doors; the strategy is the same as in Plan 1. Or turn right and approach from the single door.

Use cover. A goon usually rushes you at this entrance. Bring him down at close range.



Dash into the bar, using it as cover, and slay the assassin with glee.

Be sure to talk to him before you kill him. He has some dying words, as do many of your other hits.

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PLAN 3: BOMBS AWAY

NOT RECOMMENDED

Here are a few ideas that are **too expensive or too foolish** to try:



Using a Molotov cocktail isn't wise; these aren't cheap, they don't hit foes hiding behind crates, and you can set yourself on fire if you use them inside.

Planting a bomb inside the bar, while shrugging off small arms fire, is expensive, dangerous, and pointless. However, it does force the assassin out into the **main corridor**, making him slightly easier to murder.



Don't waste your time using **melee attacks** on the assassin; he pulls out a gun and blasts you if you let him. A single shot to the head should do it.

CLEANING UP AT THE LUNA CLUB



Luca's body lies crumpled where he fell. He's definitely **sleeping with the fishes**. Bend down and pick up the garrote the assassin used; you can employ this strangulation technique from now on.

Although you can't take over the club right away, you can head down to the **basement**, via the steps or elevator.



Head into the **second linked office room**. Plant dynamite by the safe. Retire to cover, such as this wall, until the explosion dissipates. **Collect the loot**. Time to leave!

OBJECTIVE:

"Get to your safehouse in Little Italy."

PART 5: COPING WITH THE COPS



Once you've slain all the inhabitants of the Luna Bar, and stolen all the items, it is time to leave, heading **straight back to the phone in your safehouse**. Unfortunately, the gunshots have attracted the attention of the law;

and you need to know how to deal with them, either near the club, or on your way back to the safehouse. **The police chase and shunt your vehicle**, so prepare for a bumpy ride!

PLAN 1: STREET FIREFIGHT

NOT RECOMMENDED



Two cop cars usually appear. Instead of taking a car, **use a nearby vehicle as cover**, and bring out a weapon.

Shoot any cops that exit their vehicles. Do this quickly and proficiently. For particularly annoying cop foes, or those inside their vehicles, **blast the hoods** (ideally with a tommy gun) until the engine catches fire. Then retreat as the car explodes. This becomes a problem as **the situation can escalate quickly**, and you'll find yourself with masses of heat, still far from home. In a break in the action, find a vehicle and flee!

MISSION 4: SLEEPING WITH THE FISHES

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PLAN 2: TUNNEL FIREFIGHT

RECOMMENDED



A much better plan is to locate the nearest vehicle (usually Luca's ride), spin it around 180 degrees, and shoot out into Park Avenue, skidding right.

One or two police vehicles engage in the pursuit, shunting you. Enter the Midtown Tunnel.

Check behind you, wait for the cop car to strike you, then stop and get out of your car.

Use the vehicle as cover. Usually, only one cop car is in this area, and if you're quick, no more arrive. Slay the cop. Then continue on your way, ideally in the cop car!



PLAN 3: TAKING FLIGHT

OPTIONAL



Or, you can locate a vehicle, and journey home with the constant threat of being fishtailed.

It is relatively simple to avoid wrecking the vehicle; keep slightly slower than maximum speed, and swerve to avoid cop cars blocking your path.

If you're being shunted continuously, try an evasive maneuver: swerve around gaps, through arches, or over the sidewalk, and push cop cars into parked or moving vehicles.

The cops ease off when you're a block away from the safehouse. Park and sprint inside.



PART 6: CALLING ALL CARS

OPTIONAL



Car 1: Luca's Ride—Luca's ride is the quickest to reach, is relatively sturdy, and takes damage. It is a reasonable vehicle to ferry you home.

RECOMMENDED



Car 2: Cop Car—If you can control this vehicle, steal a cop car in the Midtown Tunnel. The siren (which can be turned off or on) works as a constant horn, so all the traffic parts to let you through; you'll reach the safehouse easily.

OPTIONAL

Car 3: Ride Like the Wind—Or, if you're feeling reckless, you could drive until you spot a roadster, hop in, and drive like a maniac. You'll reach the safehouse quickly, but the ride is full of near-misses, and usually a couple of nasty full-on crashes.



PART 7: FIND A WAY HOME



Your route home is important too. There are three to try, and all are reasonable methods to return home. They all begin the same: turn your vehicle around, and head back onto Park Avenue. Skid right, accelerate toward the

Midtown Tunnel, and enter it. Continue straight as the road becomes Fourth Avenue. Accelerate past Union Square. Then comes a decision. The first plan is fastest of all:

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PLAN 1: STRAIGHT SHOT

RECOMMENDED



Slow down slightly for a **quick zigzag** right and left, across 14th Street. The **left turn** is onto **Broadway**, offering a long and reasonably straight route.

Make the **first left** you can, onto East Houston Street.



Accelerate onward until you reach your **first right**; skid onto Mulberry Street.

Head south for two blocks until you reach Grand. Make a right and you're home.

PLAN 2: OVERSHOT

OPTIONAL



The second route is for those using the first route, but who miss the East Houston Street turn or want to quickly park a vehicle in the safehouse alley. Continue straight.



Don't miss the next left though, onto Canal Street. Make **this turn**! Head down Canal until you reach your **first left**, onto Center Street.

Go north for a block and a half, **look out for the barrow**, and head right, into your safehouse alley.

PLAN 3: DOG LEG

OPTIONAL



Or, you can follow the entire route back to where your ill-fated journey began. Stay **left** at the junction near Union Square, and the road becomes Bowery Street.

Roar through the Bowery as it bends and then straightens. Make the right turn at Grand.



The front of your safehouse is **two and a half blocks west** from Bowery.

PART 8: THE BEARER OF BAD NEWS



You race into the safehouse, pick up the phone, and dial Monk's number. "Monk, something terrible's happened!"



He tells you to keep it off the phone. "There's a barber's shop on Mott Street. Keep your mouth shut." He'll see you in the afternoon.

Part 9: Exploration Notes

OPTIONAL

With vengeful thoughts flowing through your mind, you probably want to meet Monk right away. Not so fast; he said "afternoon," and that means you need to wait until after 12 PM but before 6 PM (check your notes for the time). Spend the intervening time spreading the tentacles of the Corleone empire, ensuring that the continuing domination of Little Italy occurs. Remember, you can rob those banks more than once!

MISSION 5: THE DON IS DEAD...

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Mission 5: The Don Is Dead...



OVERVIEW: LITTLE ITALY AND BROOKLYN

A simple purchase of oranges turns deadly for Don Corleone as he's gunned down mercilessly on the streets of Little Italy. The perpetrators, one of whom goes by the nickname of "Camel Hair," are both hit men in the service of the Tattaglias, who are certainly turning up the heat after the execution of Luca Brasi. Monk is also wounded in the confrontation, and his sister—a boisterous redhead known as Frankie to her friends—gets caught in the confusion. After you save her from a similar fate as the one that befell the Godfather, a panicked Fredo pleads for you to follow his father's ambulance to the hospital. Unfortunately, Tattaglia crews are out in force, with roadblocks forcing the ambulance onto the Manhattan Bridge. It is here that you forcefully obtain the information you needed; the Tattaglias are behind this atrocity, and they have Tom Hagen! There's little time to ponder these problems, as the Don needs to be driven to the hospital before it's too late.

"What's this guy? Watchin' a movie?! Get him out of here!"

—Sonny Corleone



MISSION OBJECTIVES

1. Meet Monk at DeMantagna's.
2. Protect Frankie from the assassins.
3. Follow the ambulance.
4. Interrogate the capo and find out who ordered the hit.
5. Drive Don Vito Corleone to the hospital.

PLAYERS



DON VITO CORLEONE - The Don asks his son to stop for a moment so he can buy some oranges. Nine shots ring out from the pistols of two assassins. He is struck by five of them. The oranges go flying.



FREDO CORLEONE - The Don's weak-willed son wasn't supposed to be driving his father today, but the regular chauffeur, Paulie Gatto, called in sick at the last moment. Fredo is usually helpless in a firefight.

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Corleone



Monk
Malone



Frances
Malone



Tattaglia
Kidnapper



MONK MALONE - Monk seems slightly irritated that you used the phone to contact him regarding Luca's death. He obviously hasn't heard about the problems with Sollozzo. Don't worry; he will.



FRANCES MALONE - Frances "Frankie" Malone is Monk's older sister, and fortunately, she shares none of his looks. In fact, she's quite a dame: sassy yet kind, and flirty without being whorish. You'd better watch yourself....



TATTAGLIA KIDNAPPER - "Camel Hair" is the only name known for this hit man, who takes Frankie Malone in a vain attempt to prevent you from unleashing a violent retribution after the Don is shot.



TATTAGLIA CAPO - One of the key members responsible for the hit on Don Vito, this capo was sent into the field, likely by Bruno Tattaglia or Virgil Sollozzo. He likely knows where Tom Hagen is.



SONNY CORLEONE - A furious and distraught Sonny is found pacing up and down at the hospital entrance, waiting for the Don's ambulance to arrive. He definitely wants answers, and he wants to know where Tom is.



PETER CLEMENZA - A capo in the Corleone Family, Peter Clemenza is venerable and wise, responsible for teaching Don Vito the ropes in his early years. He seeks a new protégé to help mold.

AREAS OF INTEREST

STARTING POINT: ID 368. Q 14. DeMANTAGNA'S BARBERSHOP:
GRAND STREET AND MOTT STREET.



An ex-Tattaglia hangout owned by Napoli native Dino DeMantagna, this small barbershop is the scene of a shootout where most of the shop's visitors receive a bullet.

APPUNTAMENTO POINT: MANHATTAN BRIDGE.



Spanning the gap between Little Italy and Brooklyn, this bridge has been completely sealed by Tattaglia vehicles. The only way to escape is by shooting your way to a vehicle.

FINISHING POINT: ID 002. Q 12. ST. FRANCIS HOSPITAL:
BLEECKER STREET AND MULBERRY STREET.



Serving the population of Little Italy for the past 35 years, this large brick and stone edifice is the largest hospital in the borough, with signs pointing to it all over Little Italy.

Apparel

"THE MOURNING AFTER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	12/12
Tie	Purchased with Coat	—	—	1/9	15/17
Pants	Dress Pants w/Belt	\$1,200	375	1/4	1/12
Shoes	Wing Tips	\$720	225	—	1/6
Hat	Fedora—Wide Brim	\$900	285	1/2	1/10
Glasses	Sunglasses	\$600	190	—	8/8
Total		\$15,420	4,825		

PART 1: A VERY PALPABLE HIT

OBJECTIVE:

"Meet Monk at DeMantagna's."



Monk seems agitated, and not just about the news you haven't imparted yet; something big is about to happen. Save your progress, then either answer the phone in the safehouse, or talk to the Corleone advisor in the street (either across from the front of the safehouse or at the end of the alleyway). Then run into DeMantagna's, and a vicious firefight.

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It's a swift jog east along Grand Street for a block and a half.

Make a right turn onto Mott Street. DeMantagna's is easily spotted.

OPTIONAL

RECOMMENDED



You can enter like a normal person by opening the door and stepping in.

Or, you can use free aim and shoot out all the glass windows, then vault over into the establishment.

Tip Why is wanton destruction of barbershop windows recommended? Because there's a firefight to come, and with the windows already shattered, you can target and wound the enemies a little easier.



You stride in purposefully, asking the barber where Monk is. Out in the street, Fredo Corleone waits by a car for his father.

In an alley a little farther down the road, a vehicle pulls in. Two men step out. These look like Tattaglia hit men, but they're temporarily distracted by a leggy dame. The dame spots Monk.

This must be Frances, Monk's sister.



Don Vito appears as Monk and Frances depart. The Godfather speaks to Fredo: "Aspetto, Fredo. I'm gonna buy some fruit."

In DeMantagna's, you relay the news of Luca Brasi's death to Monk. He's taken aback.

Tattaglia's men approach. The hit men open fire. The Don drops his bag of oranges, and falls to the ground.

OBJECTIVE:

"Protect Frankie from the assassins."



The situation is dire: the Tattaglias have made a power-play to cripple the Corleones. It is up to you to avenge Luca's death and further the cause. Achieve this by staying behind cover and tagging the two thugs who have taken cover behind the fruit carts

opposite. Then comes a car with another gangster, after which Frankie needs rescuing from her kidnapper.

Frankie's health is a concern; but if you slay the three goons prior to her kidnapper, you won't be shot by them. All enemies must be defeated before Frankie is safe.



There's one preferred method for gangster disposal: use the windowsill as cover, aim at the head of the thug behind the cart, and drop him.

Turn and look slightly left. Slay the second gangster behind the cart before the Tattaglia car arrives.



As the vehicle screeches to a halt, step out into the street and bring down the driver as he exits, before he reaches cover behind the cart.

If you're late attacking the driver, he hides behind his car, one of the carts, or in the alley next to DeMantagna's. Deal with him immediately! Now for Frankie's rescue.

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Fredo Corleone



Frances Malone



Tattaglia Kidnapper

PLAN 1: HEADING OFF FRANKIE'S FOE

RECOMMENDED



The best strategy by far is to lock on to Frankie's kidnapper while hiding near one of the parked cars.

Manually aim until you lock on to his head. A single shot brings him down and frees Frankie.

PLAN 2: LET'S BLOW THIS JOINT

OPTIONAL



A variation on this plan involves you shooting the kidnapper's shoulder, arm, or knee.

He drops Frankie. She's now safe, but you still have the gangster to deal with. A slow death, pinpointing joints and shooting them, is the most satisfying!

PLAN 3: FRANKIE MY DEAR, I DON'T GIVE A DAMN

NOT RECOMMENDED



A third, and much less dignified, way to free Frankie is to charge both Frankie and her kidnapper and grab the kidnapper.

Frankie goes flying to the floor, but she's safe! Now pummel the kidnapper with melee attacks until he drops.

Caution

If you don't reach Frankie in time, the Tattaglia goon shoots her in the head. Don't let that happen!



PLAN 4: A CHAT WITH THE CAPO

RECOMMENDED

OBJECTIVE:

"Interrogate the capo and find out who ordered the hit" (first chance).



By chance, the Capo holding Frankie knows the details of who ordered this heinous act. Begin by kneecapping him so he lets Frankie go, and is immobile.

You can now grab the thug, and interrogate him. He spills the beans about Sollozzo, and that Tom Hagen is being held! Finish him off, and check in with Fredo.

Tip

Interrogating this Capo is slightly easier than the second Capo you meet later on, because he's hiding in the middle of a firefight, and more difficult to converse with.



PART 2: THE AMBULANCE CHASER



You check on Frankie and tell her that Monk's been shot.

"I think the Don is dead!" Fredo is waiting at the Don's vehicle. "We gotta get my pop to the hospital!" Follow that ambulance.

OBJECTIVE:

"Follow the ambulance."



With Fredo riding shotgun (although he's armed with a pistol), your task is to keep within roughly two to three blocks (preferably closer) to the speeding ambulance as it weaves through the Little Italy streets. The Tattaglias

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mean business, as they're blocking many junctions with their vehicles, causing the ambulance to swerve and follow an erratic path. Follow the ambulance and stop enemy vehicles from ramming it or halting your progress so you can't catch up to it.

PLAN 1: BUMPER CARS

RECOMMENDED



It is important to learn techniques for dealing with the pursuing cars. First, brace for an enemy attack to the rear.

When a foe is attempting to waylay you, move to the sides of the street. Braking and sideswiping is an option, but you must keep up with the ambulance; don't let the cars distract you!



This way, Fredo can hang out of the window, and deliver damage to the enemy's car.

Swerve so Fredo is constantly firing at the enemy car's hood; it eventually catches fire and explodes.



Meanwhile, concentrate on following the ambulance. If you're rammed, take your foot off the gas, correct the car's direction, then accelerate. No sharp turns!

If you're in the area of Center Street, you can stop and let Fredo tear through the enemy car as the ambulance route doubles back. Usually though, this isn't wise.

PLAN 2: FOLLOW THAT CAR!

OPTIONAL



This is the route that the ambulance takes. It drives north on Mott, all the way to East Houston Street.

A Tattaglia roadblock forces the ambulance to skid left. Just ignore roadblocks; don't stop to ram them or you'll lose the ambulance.



The ambulance continues west for a block, then skids left at another roadblock, onto Mulberry.

It drives south to Prince and skids left at yet another roadblock.



It swerves left and right along Prince, passing Center, and turns left on LaFayette.

The ambulance momentarily passes onto Grand Street, then continues south on LaFayette.



It turns left onto Hester, zooms along one block, and skids right onto Center.

One block later, the ambulance turns left onto Canal, heading east, and drives two blocks.

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Swerving onto Mott, it completes a **giant circle**, driving north past DeMantagna's.

It keeps this northward trajectory to **East Houston Street** again. This time, it turns right.



A moment later, the ambulance skids right and heads **south on Bowery Street**. Honk your horn to clear traffic, and step on the gas!

The ambulance powers down Bowery, all the way to Canal Street. Then it swerves left, **onto the Manhattan Bridge**.



When you reach Canal Street, save yourself a little time and optionally **cut the corner** between the building corner and the subway column, if you have the necessary skills!

PLAN 3: FOLLOW THAT CAR...SOME OF THE TIME!

RECOMMENDED

By far the easiest and most cunning way to follow the ambulance is ironically to **not follow it for most of the time**. Here's the plan:



Accelerate northward after the ambulance, passing Grand. **Swerve left onto Prince Street**.

Pass the church on the right and **stop at the next junction**. This is the intersection of Prince and Mulberry.



Turn the camera so you can see the ambulance coming. When it reaches this junction, it heads west, along Prince Street.

Don't follow it! Instead, drive (without stopping) **south down Mulberry**. Head over Grand Street.



Turn left onto Hester. You should be facing east. Drive a block east **to the junction of Hester and Mott**.

Stop! Check the map; the ambulance is weaving around



Canal Street. Meanwhile, you can deal with a **Tattaglia car**. Incredibly, as you own Brunetti's, the butcher at this junction, a **Corleone soldier** races out to help Fredo with the Tattaglia goon! Sit back and watch the fight!

Maneuver so Fredo has the best possible shot, but keep watching the map for the ambulance. It heads north along Mott. Pull out and **follow it the rest of the way** to the Manhattan Bridge (Plan 2).

PART 3: THE BLOCKED BRIDGE



Amid a hail of bullets and a screech of tires, the ambulance reaches the Manhattan Bridge.



The Tattaglias are determined and ruthless. They stop the ambulance at a roadblock.

MISSION 5: THE DON IS DEAD...

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OBJECTIVE:

“Interrogate the capo and find out who ordered the hit” (second chance).



It's time to leave Fredo temporarily and **slaughter the Tattaglias** advancing on the Don's marooned ambulance. Fortunately, with two targets to attack, you can catch most of these thugs in the crossfire.

However, it's **important not to execute the Tattaglia capo**. Well, not until you've found out who ordered the hit on the Don! There are a number of interesting ways to slay the capo's henchmen. Note that there is a shotgun in the road behind you.



The first Tattaglia thug takedown is straightforward. **Drop him from your vehicle** as he fires away from you.

Or, you can **sneak up on him** and shoot him from close range, ideally with an execution move.



After this, expect rapid-fire resistance from two more thugs. **Hide behind vehicles**, aim at the thugs, and shoot them in the head as they peer out of cover.

Or, run up the middle of the road, **shooting the thugs in the face** before they can lay into you.



If you're feeling a little crazy, you can **free aim at any of the vehicles' hoods**, shoot them until they catch fire, and flush the foes out of cover. Watch that you don't slay the capo, though!

PLAN 1: CAPTURING THE CAPO

RECOMMENDED

This task is only necessary if you failed to talk to the Capo holding Frankie earlier in this mission. If this occurred, slay everyone who isn't Fredo, and get the Don to a hospital immediately!



When only the capo remains, **charge his location** (he is usually by the car on the left side, closest to the ambulance).



Begin the rough stuff; you're extorting information out of him, not territory. **Quick punches work well, or kneecapping**. Continue until his pressure reaches the breaking point line in his meter.

The capo squeals: “Sollozzo. He's got your consigliere Tom. He's hiding in an old diner.”

PLAN 2: CAPPING THE CAPO

OPTIONAL



As soon as the capo reveals the information about Tom, he's **disposable**. You can off him as you would any other thug from a rival faction.

You can also **run him over** in the ambulance as you race to the hospital!



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Fredo Corleone



Sonny Corleone



Peter Clemenza



Whichever plan you try, make sure you quickly scan the bridge for ammunition and health if you need it. Then run to the driver's side of the ambulance.

OBJECTIVE:

"Drive Don Vito Corleone to the hospital."

PART 4: "A HOSPITAL AIN'T NO PLACE TO GET WELL"

Fredo joins you in the ambulance carrying Don Corleone and gives you instructions on reaching the hospital on the north side of Little Italy. Fortunately, two simple routes are recommended. Simply keep accelerating, remembering to look for large signs directing you to the hospital, and you'll be there in seconds. The Family is certain to repay you for your deeds.



ROUTE 1: BATTLE THROUGH THE BOWERY

RECOMMENDED



Step on it! Weave through the parked cars on the bridge and exit down the sloped road.

Skid right, onto Bowery Street, heading north. Your sirens are on, so there's no need to honk the horn.



East Houston Street is the fourth junction on the left. Skid early to avoid disappointment!



Now make an immediate right onto Mott Street. The giant "Hospital" sign gives you a clue on where to go.

Skid left onto Bleecker Street and pull up in front of the hospital. The Family takes care of things from here.

ROUTE 2: MAYHEM DOWN MOTT STREET

OPTIONAL



An alternate route is to head straight through Bowery, then make a right onto Mott Street instead.

Zoom northward on Mott; it takes you all the way to the hospital. It's one less turn, but the road is narrower.



Sonny Corleone is waiting for the ambulance. Sonny's concern is matched only by his seething anger.

Another car pulls up. A stout man in a brown trench coat gets out. "Hey kid, don't mind Sonny, seeing his pop like that...."

The man asks you about the information you pulled from the capo. The man gets back into his car; they'll handle Tom's release. You've been ordered directly to the compound.



After the Don enters the hospital, consult with the Corleone advisor. He tells you that the man in the brown trench coat was Peter Clemenza. He's an important figure and shouldn't be ignored.

MISSION 6, RENDEZVOUS 1: WELCOME TO THE KINGDOM

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Part 5: Exploration Notes

OPTIONAL

You don't have to meet the Family just yet; you can continue to extort businesses, locate items and weapon upgrades, and take down rackets, warehouses, and trucks. Check the information at the end of this act for advice on which venues are ripe for picking.



It is a good idea to do as the advisor says. Head down Mulberry to Grand Street, enter the apartments, and save your progress. Then smarten yourself up; you're meeting the Family!

Mission 6, Rendezvous 1: Welcome to the Kingdom



OVERVIEW: LITTLE ITALY

The Family is in turmoil, with a constant threat from a large and looming Tattaglia menace in the form of Sollozzo, who only just released Tom Hagen after the consigliere used his fast-talking skills to avoid the same fate as Luca Brasi. With the Don unable to make decisions, it seems the Corleones need all the help they can get. Peter Clemenza sees promise in you, and Tom is also an excellent judge of character. Meet with them soon, and you'll find that running the Family business becomes more hectic—and more profitable—than you ever imagined....

"I offer you a role as an unofficial enforcer for the Family. Help us regain our true balance."

—Tom Hagen



MISSION OBJECTIVES

1. Go to the Corleone Compound.
2. Meet Clemenza at the Falconite in Little Italy.
3. Whack Mikey Saleri.

PLAYERS



TOM HAGEN - With a business wisdom and great scholarly guidance, Tom Hagen, although not a natural born Italian (and therefore unable to be "made"), is still an invaluable consigliere.



SALVATORE TESSIO - One of two "capo regimes" in the famed Corleone crime Family, longtime mobster Salvatore Tessio commands respect from all those around him. He orders hits on troublesome rivals, and people listen.



SONNY CORLEONE - Don Vito's hotheaded son got his start by hijacking goods trucks and diverting them. He'll tell you all about this quick way to make a buck if you're polite.



PETER CLEMENZA - Although he may not appear so, Clemenza is a formidable force in the Corleone Family, responsible for training Michael and Sonny in the ways of doing "business." Seek his council whenever possible. Find Clemenza at the Falconite.

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Tom Hagen



JAGGY JOVINO - Jaggy is a Corleone associate who runs with Clemenza and Paulie Gatto. He keeps an ear to the ground and is a great source of information. He's also working on something big. Locate Jaggy at the Falconite.

AREAS OF INTEREST

STARTING POINT, FINISHING POINT: ID 414. P 14. CORLEONE SAFEHOUSE: GRAND STREET AND CENTER STREET.



The slightly squalid but trusty apartment that Luca gave you is still a vital spot for lying low while the heat dissipates, but it might be time to think about finding a new home.

APPUNTAMENTO POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



The Corleone Compound is in an area of town known as Little Italy Heights. At the end of a leafy cul-de-sac, it is well-guarded and consists of two buildings, each with a well-stocked cellar that houses more than just wine.

Apparel

"ORIGINAL GANGSTER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Open w/Vest	\$9,600	3,000	3/4	1/12
Dress Shirt	Purchased w/ Sport Coat	—	—	2/3	8/12
Vest	Purchased w/ Sport Coat	—	—	3/4	3/12
Pants	Dress Pants w/Belt	\$1,200	375	3/4	3/12
Shoes	Loafers	\$540	170	—	1/6
Hat	Homburg	\$600	190	—	4/10
Total		\$11,940	3,735		

PART 1: COMPOUND INTEREST

OBJECTIVE:

"Go to the Corleone Compound."



You've been called to the Corleone Compound, and this is a special event, known as a **Rendezvous**; it is imperative that you halt your expansions into other territories and concentrate on your meeting with

Tom Hagen. **Smarten yourself up** (optionally), and head downstairs; you're heading to the west side of Little Italy. There's one optimal route:



Head down the stairs and out the **back entrance** to the safehouse.

Hop into the vehicle you should have parked in the alley, and drive out.



Make a left, so that you're heading south on Center Street.

A block and a half later, make a **sharp right** onto Canal Street. Now you can motor!



Head across Broadway, toward the overpass, preparing for the junction.

Skid left into the oncoming traffic lane that's used as an off-ramp. **Stay to the right** to avoid a head-on collision with your vehicle.



MISSION 6, RENDEZVOUS 1: WELCOME TO THE KINGDOM

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Begin to accelerate down Washington Street. Slow when you see the suited types.

Turn right, into Corleone Court. The relevant compound building is on your right.

PART 2: WELCOME TO THE FAMILY



The Corleone Compound is heavily guarded by Family associates, and although you can wreak havoc shooting the vehicles parked here, you shouldn't. Instead, exit your vehicle and head for the first compound building.

Tom Hagen is here, in his study, ready to make you an offer you won't want to refuse. Congratulations!



Once out of the vehicle, speak to the Corleone advisor on the path near the lions. He recalls a touching story regarding Luca Brasi and his devotion to Family values.

When you're finished talking, head between the lions to the front door and open it.



Inside, two gangster types are in the hallway, discussing Tom's fast-talking skills and the escalating violence. If asked, they direct you to the office.

Head into Tom's study. Go down the main corridor and right through the door.



You can also go right, around the two men, into a waiting room and through the double doors.

Step into the office and walk over to the desk where Tom is standing. He waves you over.



Tom offers you a role as an unofficial enforcer for the Family. Your Italian descent allows you further progress than many. Your actions could result in you being, one day and "God willing, one of our made men."

PROMOTION:

CONGRATULATIONS ON YOUR PROMOTION TO ENFORCER! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED 5 PERCENT!

PART 3: THE TRUCK STOPS HERE



The meeting is over and you are now legitimately acting on behalf of the Corleone Family. This means you'll be called upon to help with a number of "jobs," many of them involving "cleaning up." Your skills are requested by two

senior members of the Corleone Family: Peter Clemenza over at the Falconite, and Salvatore Tessio, who has some orders he needs carried out.

Step out of the office via either exit. You're stopped by a Corleone informer. Clemenza wants to speak with you at the Falconite.



OBJECTIVE:

"Meet Clemenza at the Falconite in Little Italy."

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Hagen



Salvatore
Tessio



Sonny
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Before you leave this compound building, locate the opening in the main corridor leading **downstairs** into the basement.

This basement is kept well-stocked with pistol ammunition of all kinds.

Tip Return here to refill your ammunition whenever you wish. It's a lot cheaper than buying it!



Head toward the door and a senior Corleone member, Sal Tessio, stops you. "Hey kid, I got a job for ya. Ya interested?" Answer in the affirmative.

OBJECTIVE:
"Whack Mikey Saleri."

Note Detailed tactics on approaching this, and four other hits you receive from Sal Tessio, are revealed in the next part of this walkthrough.



As dawn breaks over the Corleone Compound, step outside. **Sonny has arrived.**

Talk to Sonny. "Every man has one destiny," his father told him. Previously, this destiny was **robbing trucks**. He encourages you to do the same.

Note Tactics for robbing trucks are detailed in the "Training" section of this guide.



Before you leave, enter the second Corleone Compound building. Move along the main corridor, and **open the double doors on the left.**



Head down the stairs to the basement. **Stock up on more pistol ammunition** if you need to.

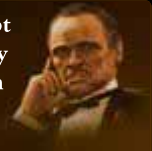
PART 4: DOUBLE TROUBLE



You are now free to leave the compound and attempt one of three plans of action. You can **extort businesses** to earn money as part of an ongoing mission to put power into Corleone hands throughout

the five boroughs. Tactics are detailed at the end of this act. Or, you can **meet Peter Clemenza** for a spot of "Intensive Care." Finally, you can **help out Tessio** with his hit.

Tip It is recommended that you attempt Sal Tessio's hits first, as they are easy and entertaining diversions from the main plot. Then meet Clemenza afterward. But first, return to your safehouse.



Exit the compound, drive north along Washington Street, and **turn right onto the overpass ramp heading east.**

HIT 1: MIKEY SALERI

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Drive down Canal Street, making a left onto Center.

Head across Hester, then make a right at the cart into your safehouse alley. Exit and save your progress.



Part 5: Exploration Notes

OPTIONAL

This is another opportunity, before you begin your series of hits and continue the missions, to dominate your neighborhoods and drive rival gangs from the turf. Try to head into Brooklyn and skirt the edges of Hell's Kitchen and south Midtown, locate more Easy-Medium businesses and rackets, and extort them. Detailed notes and tactics are shown at the end of this act in a section marked "Keeping It in the Family." This details the recommended antics before you begin the hits and the mission entitled "Intensive Care."

Note You meet another Corleone member, Jaggy Jovino, along with Clemenza, once you reach the Falconite and begin Mission 7: "Intensive Care."



Hit 1: Mikey Saleri

OVERVIEW: LITTLE ITALY, ALLEYWAY OFF MOTT STREET

Tattaglia wise guy Mikey Saleri was last seen at the rear of the Little Italy butcher shop. He is probably trying to take control of the racket inside. Take him out quietly and quickly, using only your fists and a malicious intent.

"We got a problem with a Tattaglia wise guy—Mikey Saleri. He hangs around that butcher shop you earned for us. Take him out!"

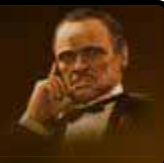
—Sal Tessio



MISSION OBJECTIVE

Whack Mikey Saleri.

Tip This hit has been sanctioned by Sal Tessio. It can be attempted any time after Mission 6 and before Mission 19: "Change of Plans." The optimal time to attempt this hit is right after Mission 6.



Apparel

"BLACK AND BLUE"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Dress Shirt	Rolled-up w/ Suspenders	\$2,400	750	2/3	7/12
Pants	Casual Pants w/Belt	\$720	225	2/3	1/12
Shoes	Dress Shoes	\$0	0	—	1/6
Total		\$3,120	975		

Note This outfit was worn when dealing with the first three hits.



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Salvatore
Tessio



Mikey
Saleri



Emilio
Brunetti

PLAYERS



SALVATORE TESSIO - Salvatore Tessio is a Corleone capo with a long and loyal past. He commands respect from everyone who works for him and he's tipped to become the head of his own Family at some point.



MIKEY SALERI - Saleri is a low-level gangster with delusions of grandeur as he attempts to ruffle a few Corleone feathers and take over an operation you extorted with Luca. He must pay!



EMILIO BRUNETTI - The poor butcher has been a punching bag all winter; first at your hands, and now thanks to the overzealous Saleri. Even when he's rescued, don't expect much in the way of thanks.

AREAS OF INTEREST

HIT POINT: ID 302. Q 14. ALLEYWAY NEAR BRUNETTI'S:
BETWEEN MULBERRY AND MOTT STREETS.



A wide, back alley, central area has two narrow passages, one that leads to Mulberry, and another that leads to Mott. Saleri has dragged Brunetti here to begin the pummeling.

PART 1: MIKEY SALERI SLUG FEST

Caution The bonus condition is to kill Mikey Saleri with your bare hands; do not use a weapon of any kind. If you do, you won't receive a sizable bonus after the deed is done!



Enter the alley from either direction: Mott Street (as shown) or Mulberry Street.



As soon as you spot Mikey, he sees you, drops his Brunetti-shaped punching bag, and chases you.

Saleri's good at punching, so make sure you block his initial swings.



If you retaliate with words, you don't get anywhere; try some violence.

All the melee techniques work well here. Throwing Saleri across the alley is excellent!



Slamming him up against a wall is also a great way to punish him.

But nothing makes up for a power attack right cross, straight to the jaw!



Oof! And Saleri goes down! Take the items he drops. The hit is over.

No guns or bats are to be used. Don't try to run, either. Saleri gives chase, and he's doggedly determined.

HIT 2: DONNIE MARINELLI

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



However, you can lead him to a business you own, and your Corleone friends blast him! This is entertaining, but not the way Tessio wants the hit carried out!

Note Complete this hit using only your fists, feet, and head, and receive the following bonus: \$3,000, +5,500 respect.



OBJECTIVE:

“Get a hit contract.”

Tip

The second hit occurs in a Tattaglia-owned building: the Ambassador Hotel in Brooklyn. This second hit is a lot easier if you own this building and the associated racket. Claim this as part of the Corleone empire before you visit Sal Tessio.



Hit 2: Donnie Marinelli

OVERVIEW: BROOKLYN, THE EMBASSY CLUB

Donnie Marinelli was last seen at the Ambassador Hotel in Brooklyn. He has evidence that the Corleones are paying off a police chief. Donnie is blackmailing the chief, but he's getting greedy. Take down Marinelli before things get out of hand—use a baseball bat.

“Marinelli likes to flash his cash wit the ladies so make sure to grab his dough afta the job. Maybe you can get your own chief on the payroll?”

—Sal Tessio



MISSION OBJECTIVE

Take down Donnie Marinelli.

Tip

This hit has been sanctioned by Sal Tessio. It can be attempted any time after Mission 6 and before Mission 19: “Change of Plans.” The optimal time to attempt this hit is right after Mission 6.



PLAYERS



DONNIE MARINELLI - Marinelli is small-time, and this is reflected in his cheap clothing and simple blackmailing schemes. He also has evidence against the Corleones, which must not be imparted.

AREAS OF INTEREST

TESSIO LOCATION: ID 216. W 15. THE EMBASSY CLUB:
FLEET AND FRONT STREET.



The Embassy Club is a large bar owned and operated by Sal Tessio. His Corleone operations stem from this location. It's also a good spot to return to after a racket or truck takedown.

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Salvatore
Tessio



Donnie
Marinelli

**HIT POINT: ID 069. W 16. THE AMBASSADOR:
DOCK AND FRONT STREET.**



This is a central part of the Tattaglia Brooklyn operations, and various capos and soldiers from that Family are known to hang out here. It will be a difficult joint to take over.

PART 1: ASSAULT AND BASEBALL BATTERY

OBJECTIVE:

"Take down Donnie Marinelli."

Caution

The bonus condition is to kill Donnie Marinelli with a baseball bat; do not use a gun or your fists as the killing blow, or you won't receive your reward once the slaying is over!



Note

Tessio remains at the Embassy Club for the remainder of the available hits. He is always here if you wish to ask his advice.



Enter the Embassy Club and head either up the steps or to the right; both paths lead to the bar. Sal Tessio is here. He congratulates you on completing your first hit.

He has a second hit, if you want it. Remember! This hit takes place inside a Tattaglia-owned establishment, and it's easier to take down Donnie if you own the property!



Note

If you attempt the hit without owning the Ambassador, expect heavy resistance. Use the strategies for tackling bars in the "Tour of Brooklyn" section, taking Donnie out with a bat during the extortion and combat.



Head to the Ambassador and request entry into the main nightclub floor.

Once inside, bring out your baseball bat and approach Donnie.



The plan is straightforward: tee off on Donnie's head until he crumples.

Then keep on hitting him until he puts up no resistance. Then hit him again.



Tip

Having trouble whacking this wise guy? Then wise up; when you first meet Marinelli, pop him in the knee with a pistol so he drops to his knees. Now bring out the sports equipment and finish the job!



Note

Complete this hit using only a baseball bat and receive the following bonus: \$3,000, +11,000 respect.



OBJECTIVE:

"Get a hit contract."

HIT 3: Tony Bianchi

OVERVIEW: BROOKLYN

Tony Bianchi is a Tattaglia capo and was a close friend of Marinelli. Bianchi's men are loyal and dangerous, so the Corleones need to get rid of him before he plans his revenge. Tessio has arranged a stay in a local brothel—sneak in, avoid the guards, and attempt to garrote him while he's occupied with a broad.

"Sneak into his place and stay outta sight. We'll arrange a whore as a distraction."

—Sal Tessio



MISSION OBJECTIVE

Rub out Tony Bianchi.

Tip This hit has been sanctioned by Sal Tessio. It can be attempted any time after Mission 6 and before Mission 19: "Change of Plans." The optimal time to attempt this hit is right after Mission 6.



PLAYERS



TONY BIANCHI - Once Marinelli has been the victim of a murderous assault and battery, his close friend and Tattaglia capo must face the same fate. His penchant for the ladies will be his undoing.



THE HOTEL WHORE - Turning tricks at the St. Sebastian has never yielded enough money to be worth the lowlifes and their disgusting habits, but this Corleone caper could bring in more money for this loose woman.

AREAS OF INTEREST

TESSIO LOCATION: ID 216. W 15. THE EMBASSY CLUB: FLEET AND FRONT STREET.



The Embassy Club is a large bar owned and operated by Sal Tessio, and his Corleone operations stem from this location. It's also a good spot to return to after a racket or truck takedown.

HIT POINT: ID 255. W 15. THE ST. SEBASTIAN HOTEL: PLYMOUTH STREET, UNDER THE BRIDGE.



Whenever the unloved members of the Tattaglia crew are in need of a little "relief," they head to this hotel, one slightly sticky step above a flophouse. A famous landmark this isn't.

PART 1: THE GARROTE PLOT

OBJECTIVE:

"Rub out Tony Bianchi."

Caution

The bonus condition is to kill Tony Bianchi with a garrote (which Tessio has given you). Do not use any other plan of attack, and do not attract guard attention, or you won't receive a bonus.



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Salvatore
Tessio



Tony
Bianchi



Hotel
Whore



Return to the Embassy Club. Tessio has a third hit, if you want it.

Note Although the St. Sebastian Hotel is initially owned by the Tattaglias, it is just as easy to slay Bianchi no matter which Family operates this venue. The takedown tactics are presented as if the Tattaglias own it.



Journey to the St. Sebastian Hotel. Walk in from around a block away.

Walk forward, heading directly for the main stairs. Be sure to creep so that you don't make a sound. Arm yourself with the garrote.



Continue up the stairs to the fourth floor. Creep on your haunches toward a Tattaglia goon.

Stand up and use the garrote to strangle him silently. Don't let go until he dies!



Step over the body of the goon and open the right apartment door. Creep inside.

Use wall cover on the left wall as you enter. Peer around and you'll spot a foe.



Remember: You must be silent with this kill! Wait until the foe turns away from you.

As soon as this occurs, creep into the adjacent left room. Then strike!



Keep the garrote going until Tattaglia number two lies gurgling his last breath.

Head to the door to the left of the corpse. Open it. Bianchi seems "occupied" with a lady.



Creep toward him, then stand up and murder the pervert. The whore screams and runs for cover.

Tip Attempting this hit with a low vendetta level allows you to sneak up and strangle all the enemies. If Tony's goons start firing, this alerts him, making the bonus objective a little more difficult. Don't despair though; just shoot Tony in the kneecap, get behind him, and strangle him to finish the job properly.



Optionally talk to the whore, making sure she remains silent! Now leave.

HIT 4: FREDDIE NOBILE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Note Complete this hit using only a garrote and receive the following bonus:
\$3,000, +16,500 respect.



OBJECTIVE:

"Get a hit contract."

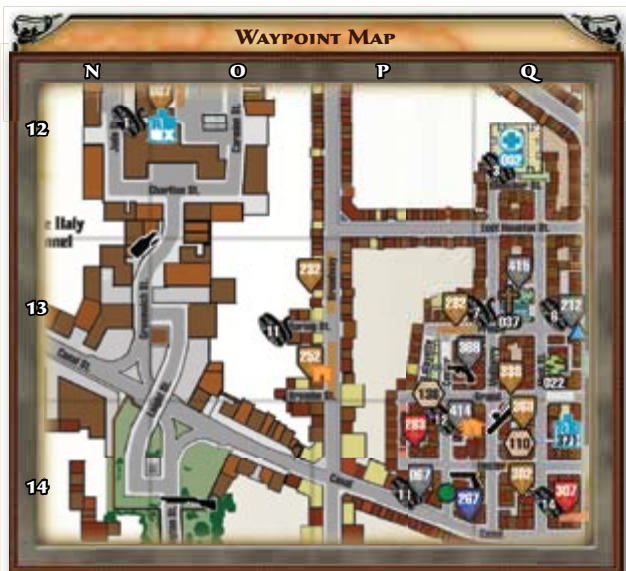
Hit 4: Freddie Nobile

OVERVIEW: BROOKLYN AND LITTLE ITALY

Freddie Nobile is the Tattaglia consigliere and he knows how to stay out of sight. But one of our guys caught a glimpse of him down at the Saint Martin Hotel, on Broadway. The Corleones don't want to be implicated in the murder of a consigliere, so make sure there are no witnesses around. Be careful—Freddie carries a special gun.

"He went underground, but I heard he's been seeing some dame at Saint Martin Hotel."

—Sal Tessio



Tip

This hit has been sanctioned by Sal Tessio. It can be attempted any time after Mission 6 and before Mission 19: "Change of Plans." The optimal time to attempt this hit is right after Mission 6.



PLAYERS



FREDDIE NOBILE - The escalation in hits against the Tattaglia Family is now getting very serious. With your sights set on the consigliere, you can effectively remove the Tattaglia's most trusted advisor.

AREAS OF INTEREST

TESSIO LOCATION: ID 216. W 15. THE EMBASSY CLUB: FLEET AND FRONT STREET.



The Embassy Club is a large bar owned and operated by Sal Tessio, and his Corleone operations stem from this location. It's also a good spot to return to after a racket or truck takedown.

HIT POINT: ID 252. O/P 13. SAINT MARTIN HOTEL: SPRING STREET AND BROADWAY.



Another Tattaglia-owned hotel, this is a maze of stairs and floors. Ignore the foyer and the gambling operation upstairs and concentrate on the basement garage; Nobile's down there.

MISSION OBJECTIVE

Whack Freddie Nobile.

Apparel

"THE BROWN BOMBER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Leisure Coat	Open	\$5,400	1,690	2/2	12/12
Dress Shirt	Bought with Leisure Coat	—	—	1/3	11/12
Shoes	Wing Tips	\$720	225	—	4/6
Hat	Snap Brim	\$480	150	2/2	17/18
Total		\$6,270	2,065		

Note This outfit was worn when dealing with the fourth and fifth hits.



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Salvatore
Tessio



Freddie
Nobile

PART 1: A NOBILE SACRIFICE

OBJECTIVE:

"Whack Freddie Nobile."

Caution The bonus condition is to kill Freddie Nobile with no witnesses, or you won't receive a rather fine bonus once the hit has been completed.



Locate Sal Tessio in Brooklyn, at his usual haunt in the Embassy Club.

Once the hit order has been given, drive directly to Saint Martin Hotel, park, and enter.



Freddie's hiding in the basement. Once you're through the front doors, turn right and head through the wall opening.

Bear left at the elevators, go down a small corridor, and open the double doors on the right.



Head left, down the stairs, to the basement garage doorway. Creep, and use wall cover.

You can see a hotel maid and Nobile conversing. There are two plans of attack:



PLAN 1: SLAY THE MAID

NOT RECOMMENDED



The first is to ensure there are no witnesses, living or dead. Head back up the stairs.

Creep to the top. Once the maid reaches the stairwell, out of Freddie's sight, jump her.



Alternately, you can simply move to the base of the stairs and slay the maid before she even reaches the doorway.

Quickly dispense with the maid. This is ruthless, but effective. However, you gain heat points.



Caution Going into the garage with guns blazing isn't wise; Freddie's gun is dangerous, the maid can flee, and there's a Tattaglia bodyguard you haven't spotted yet!



PLAN 2: SPARE THE MAID

RECOMMENDED



The second technique involves hiding behind the cars and waiting for everyone to leave the garage. Once the coast is clear, Freddie is your to deal with.

HIT 5: JOHNNY TATTAGLIA

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

READY FOR FREDDIE?



Now for Nobile. He usually comes to investigate the stairwell, so keep behind cover, then dart out and blast him. A crack shot can end it here.

It's more likely that Nobile retreats into the garage. Check his position, then run to the cover of the nearest car. Pop out to blast the Tattaglia goon.



Use the cars as cover, wait for Freddie to let off a salvo from his special gun, then shoot him in the head.



Or, you can rush him and begin some close combat. Punches, kicks, or a weapon execution are all called for.

As he reloads, you can also run around him and continue to blast him. You can shrug off only two blasts from that weapon, so be quick with the slaying!

Note Complete this hit without any witnesses and receive the following bonus: \$9,000, +22,000 respect.



OBJECTIVE:
"Get a hit contract."

Hit 5: Johnny Tattaglia

OVERVIEW: BROOKLYN

Johnny Tattaglia is the Family's underboss. With their consigliere dead, Johnny has been exerting more influence in the Family, and he is busy plotting a Corleone bloodbath. Stop him before he puts his plans into motion!

"Pick the right moment or it may turn into a bloodbath!"

—Sal Tesso



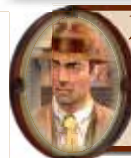
MISSION OBJECTIVE

Take down Johnny Tattaglia.

Tip This hit has been sanctioned by Sal Tesso. It can be attempted any time after Mission 6 and before Mission 19: "Change of Plans." The optimal time to attempt this hit is right after Mission 6.



PLAYERS



JOHNNY TATTAGLIA - When you're slaying a named Family member, you're likely to be paying the member back for outrages suffered by your own crew. With this senior member dead, you can crush the Tattaglia menace.

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Salvatore
Tessio



Johnny
Tattaglia

AREAS OF INTEREST

TESSIO LOCATION: ID 216. W 15. THE EMBASSY CLUB:
FLEET AND FRONT STREET.



The Embassy Club is a large bar owned and operated by Sal Tessio, and his Corleone operations stem from this location. It's also a good spot to return to after a racket or truck takedown.

HIT POINT: W 17/18.

ALLEYWAY OFF OLD FULTON STREET, NEAR DOUGHTY STREET.



An old warehouse district with limited access is the perfect place for illegal operations, and Johnny Tattaglia knows this. He's busy moving some crates with great care and delicacy because they're explosive!

PART 1: TURNING UP THE HEAT

OBJECTIVE:

"Take down Johnny Tattaglia."

Caution

The bonus condition is to kill Johnny Tattaglia by burning him to death. If he isn't extra crispy, forget about the grand prize for this hit!



Venture once more into the dingy bar at the Embassy Club, and talk to Tessio for the fifth hit.

Drive to this dead-end area, ideally in a truck that can absorb the maximum amount of damage.

Note

Continue helping the Corleone Family and additional hits become available later.



Tip

Before you attempt to slay Johnny Tattaglia, be sure you have a couple of Molotov cocktails, either purchased or taken from a business you own.



As the street erupts in gunfire, park your vehicle as shown, so you can get out without being shot.

Once on the left side of the truck, crouch and shoot the explosive crate at the edge of the alley.



Step to the trailer end of the truck and demolish another explosive crate.

The Tattaglia forces usually fall to the ground. Step out and mow down any stragglers.



Head to the newsstand, using it as cover. Detonate the final explosive crate in the far left corner of the alley.

Johnny Tattaglia (and possibly a henchman) are likely to be wounded, but not dead. Don't accidentally finish him with a gun!



Instead, check the entire area for Tattaglia goons and slay them. Use regular weaponry.

When there's just you and Johnny left, lob a cocktail at him. He usually can't take a second helping!

MISSION 7: INTENSIVE CARE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Note Complete this hit by burning Johnny Tattaglia to death, and receive the following bonus: \$9,000, +27,500 respect.



Tip To continue this adventure on the optimal path, return to your safehouse and save your progress. Then seek out Peter Clemenza at the Falconite and begin Mission 7: "Intensive Care."



Mission 7: Intensive Care

OVERVIEW: LITTLE ITALY

Peter Clemenza is working behind the scenes to ensure that Don Vito's stay in hospital isn't his last, and he needs some help accomplishing this task. The police can't be trusted and the hospital security is hopelessly inadequate (and worse, probably bribed by the Tattaglias). In short, extra muscle is needed. This is where you come in. Visit the hospital and check on the Don. It seems another member of the Corleone Family—Michael—has the same idea, and it's crucial that you work together to ensure the safety of key Corleone Family members; Michael deals with his father while you lead Frankie to safety after the visit to her brother ends in a Tattaglia ambush.

"Men are coming here tonight to kill my father."

—Michael Corleone



MISSION OBJECTIVES

1. Meet Clemenza at the Falconite in Little Italy.
2. Go to the hospital in Little Italy.
3. Check in with the security guard.
4. Find Monk's room.
5. Kill the assassin!
6. Clear the basement of assassins.
7. Escort Frankie to the basement exit.
8. Find Michael Corleone.
9. Meet Clemenza at Gabriel Villa's tailor shop in Little Italy.

PLAYERS



PETER CLEMENZA - Clemenza is waiting to speak with you at the Falconite club—don't keep him waiting. He's conferring with Jaggy about the ongoing situation. Take what he says seriously.



JAGGY JOVINO - Although Jaggy's currently discussing ongoing concerns with Clemenza, he's obviously talked to Sonny; Jaggy has some more important information on how to stop a truck.

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Peter Clemenza



Jaggy Jovino



Frances Malone



Hospital Security Guard



FRANCES MALONE - Frankie arrives with a bunch of flowers as you're waiting on the hospital steps. They're not for you—she's visiting her brother—but now might be a good time to ask about courting.



HOSPITAL SECURITY GUARD - Underpaid and lacking the competence to become a police officer, the green-uniformed hospital guard lives a menial life. This one's here to ensure that no illegal weapons are brought into the premises.



MONK MALONE - Monk's lying in bed in a room adjacent to the Don's, nursing a shoulder injury. He's still in good spirits and should be right as rain, assuming he survives tonight!



MICHAEL CORLEONE - Michael recently returned from World War II with a Silver Star and the rank of Marine Captain. His initial reluctance to be involved in mob violence has ended since the attempted assassination of his father.



DON VITO CORLEONE - Shot at nine times by Tattaglia assassins, the Don has amazingly survived the five shots that struck him. He is comforted by his son Michael, although he doesn't wish his son to become embroiled in the escalating violence.



POLICE SERGEANT GALTOSINO - On one of the few days when he isn't drinking, Sergeant Galtosino takes orders from Captain McCluskey. On this occasion, he's intent on keeping you apart from Michael.



POLICE CAPTAIN MCCLUSKEY - As corrupt as he is bigoted, this imposing police captain is rumored to be moonlighting as a bodyguard for Tattaglia hit man Sollozzo. He may regret the beating he gives Michael Corleone.



TOM HAGEN - Arriving in the nick of time before the injuries to Michael Corleone became more serious, Tom Hagen uses legalese to verbally threaten McCluskey and his corrupt cops.

AREAS OF INTEREST

STARTING POINT: ID 067. P 15. THE FALCONITE: CANAL STREET AND ALLEYWAY OFF MULBERRY STREET.



The Corleone hangout is buzzing with activity; Clemenza, Jovino, and a number of associates are all here, waiting for news on the escalating tensions with the Tattaglias.

APPUNTAMENTO AND FINISHING POINTS: ID: 002. Q 12. ST. FRANCIS HOSPITAL: BLEECKER STREET AND MULBERRY STREET.



The accessible portions of St. Francis's hospital are three floors big, and include a ward where Monk and the Don lie, and a winding series of basement corridors ending in a garage.

Apparel

"BLUEBERRY PAISANO"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Leisure Coat	Open w/Vest and Tie	\$9,000	2,815	1/2	6/12
Dress Shirt	Purchased with Coat	—	—	1/3	6/12
Tie	Purchased with Coat	—	—	7/9	10/17
Vest	Purchased with Coat	—	—	1/4	6/12
Pants	Dress Pants	\$1,080	340	2/4	6/12
Shoes	Dress Shoes	\$0	0	—	2/6
Hat	Snap Brim	\$480	150	1/2	6/18
Total		\$10,560	3,305		

PART 1: CLUES FROM CLEMENZA

OBJECTIVE:

"Meet Clemenza at the Falconite in Little Italy" continues!



Whether you've been helping out the venerable Sal Tessio with hits, or cultivating your own business empire on behalf of the Corleones, at some point (ideally after the first few successful hits) you should head

a block southwest from your safehouse, and receive instructions from Peter Clemenza, as well as his colleague, Jaggy Jovino.

Head into the Falconite and through the left set of double doors, into the main nightclub room. Peter Clemenza and Jaggy Jovino are discussing the Tattaglia problem on the stage. Meet them there.



OBJECTIVE:

"Go to the hospital in Little Italy."

MISSION 7: INTENSIVE CARE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Jaggy beckons you over to talk about **delivery trucks**.
“Them trucks ain’t all legit.”

Finally, you can talk to any of the Corleone advisors in the venue and outside on the street; they all have some opinions on the rival Families. When you’re finished yapping, head out of the Falconite club, ideally to a parked vehicle.



Head north up Center Street. Make a right onto Prince Street, a left onto Mulberry, and turn right onto Bleecker.

You’ve arrived. Park and head up the steps to enter the hospital.

PART 2: A PRESCRIPTION FOR PUGILISM



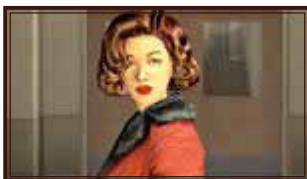
You reach the front doors of the hospital, and sit on the topmost step. The action shifts to the Corleone Compound. A voice can be heard: “I’m just going to the hospital to see Pop.”

Sonny wants to send bodyguards, but the unknown man refuses. He leaves. He’s young and stern looking, with slicked-back hair.

Back at the hospital, Frances Malone arrives with a bunch of flowers. “Guard duty, eh?” she asks you. She thanks you for helping her earlier, as you open the door for her.



“No, we really shouldn’t, Frankie replies with a slight smile, “but we will!”



OBJECTIVE:

“Check in with the security guard.”



A hospital “ain’t no place to get well,” but it’s also a place where they don’t allow weapons of any kind. After checking your armaments in with the security guard, you’re free to move around the place. Once you’ve gotten your bearings,

head upstairs, past Don Vito’s room, and check in on Frankie and Monk.

Talk to the guard, who tells you where Monk is (upstairs, on the second floor). He also takes your **melee and ranged weapons**. Only after you hand over your weapons does the guard move to open the main doors.



Caution

Your weapons have been temporarily removed; you automatically receive them back once this mission has been completed. Unless you pick up a weapon, you can only use your fists.



OBJECTIVE:

“Find Monk’s room.”



Before you head through the doors the guard opened, peer right, into the guard’s office. There’s a **shotgun** that you’ll want later.

Enter the main corridor. To the right are stairs to the basement, but all doors (including the one to the office with the shotgun in it) are locked. Turn and head left.



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Pass the nurse. Check the door at the far end, marked "Pharmacy." It's locked, but there's a health bottle inside.

That bottle should be important in the future. But now, head back to the middle of the corridor and ascend to the second floor.



Turn left at the top of the steps. To the right is a dead end and a doctor, and neither are any help.

Check the room with the two guards stationed there. Captain McCluskey has ordered that no one enter the room beyond.



Move to the door to spot Don Vito Corleone lying in bed. He seems dangerously unguarded, considering the circumstances.

Open the double doors at the end of the corridor. The side doors, marked "Emergency" and "Exams," are firmly locked. You've reached Monk's room. Frankie is by his side.

Before you run to meet Frankie, open the door connecting the opposite room.



You greet Frankie and Monk. The conversation stops as a window shatters in the room next door.

OBJECTIVE:
"Kill the assassin!"



The assassin has broken into an adjacent room, and it's fortunate the Don isn't here. Race to the door you opened as the thug shatters the glass.

Although you can use wall cover to check the punk's location, it's better to close the gap (leaving the door open earlier allows you to race to him immediately), so he has the least possible time to fire at you.



Grab the Tattaglia goon before he puts his gun away. That way he drops it after combat.

Begin combat with this adversary, using any of your preferred fist tactics. Don't venture too far away from Monk, or you fail the mission.



Swing the foe, letting him go so he falls back, over the window ledge.

When you've finished launching this punk between the two rooms, finish him with punches.

Optionally try an execution technique to really show off your fighting mettle to Frankie.



MISSION 7: INTENSIVE CARE

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The Don is under attack. As Frankie runs to check on him, she bumps into the man who left the Corleone Compound earlier.

You curtly ask who this guy is: "I'm Michael Corleone" is the reply. "Men are coming here tonight to kill my father!"

Michael is getting a nurse to move his father, and he's ordering you away from the front door; the Tattaglias have assassins in the basement. Deal with them!

PART 3: TAGGING TATTAGLIA ASSASSINS

OBJECTIVE:

"Clear the basement of assassins."



After your first slightly fraught meeting with Michael Corleone, you must **follow his instructions to the letter**. While he deals with his father's safety, your objectives are to keep Frankie safe and methodically **eradicate**

the basement of all Tattaglia foes. Make every shot count, or you'll soon pay for your trigger happiness. Talk to Frankie, and she tells you to get downstairs.



If you optionally talk to Monk after meeting Michael, he's angry he can't help, then becomes more agitated with you for keeping Frankie here. **Move it!**

You can check the Don's room; Michael is inside with his father. **Listen at the door** and you can hear a faint conversation. You can't enter this room.

The Don talks about the "unfortunate" and "unnecessary" events, mentioning the Tattaglias, and there are numerous references to "pain and sorrow."



Head down to the main floor. Don't exit through the main front doors or you'll fail the mission!

Instead, head right to the pharmacy room. This area has a health bottle; return here during combat to come, and replenish your health. **Wait until you're significantly wounded though.**



Now run back toward the stairs leading down to the basement. Enter the guard's office first, and **claim the shotgun** from the desk. You should have two weapons now.

Use the assassin's gun if you have it. **Head downstairs**, and you'll spot a couple of Tattaglia hit men racing down an adjacent corridor.



That door doesn't open, and the glass doesn't crack, so don't waste your ammo. Move to the **unlocked double doors**, and open them.

Note Frankie waits at the locked double doors at the base of the stairs. She's safe for the moment.



Enter the basement and creep forward, using **free aim mode** and the crate on the right as cover. **Blast the assassin** coming around the corner.



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If you miss him, he retreats back down the corridor. Check the office on the right side of a long corridor. **Peek out, tag another foe**, then enter the office to check whether he dropped anything.

Head out of the office, down the corridor, and **creep to the gurney**, using it as cover. Blast the head of an assassin heading out of a right doorway.



Two or three assassins are moving around this end of the corridor. **Stay away from the corner**, but tag each of them.

Out of ammunition? Switch to a baseball bat one of the foes has dropped, then **charge each enemy before the corner**, and quickly dispose of them; one usually drops a pistol.

Tip Now might be the opportune moment to retreat back to the pharmacy room for that health bottle.



Move to the corner, using the wall as cover, and peer around. There's likely to be two gangsters down this shorter corridor. **Step out and plug the first**, if you can see one.

Or, move to the indented wall on the left, and **use the space as wall cover**. Then aim and destroy the remaining goons; they hide behind the disintegrating crate or in the left far corner.



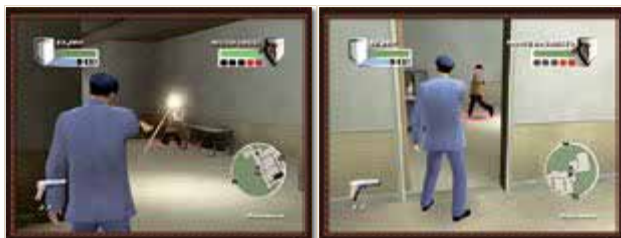
Wall cover gives you more time to aim at your foe's head and make a single-hit kill. **Move to the end of the corridor**, taking the items they drop.

Reach the corner, **use right wall cover and peer around**. Sometimes, a foe heads out of the double doors on the right. Bring him down with a well-aimed blast.



If he stays inside the room on the right, step into the corridor, **then back up to the corner**. Two thugs head your way. Use cover and take them both out with well-timed shots.

Now open the **double doors on the right**, and blast the foe inside, if he hasn't made an appearance. Don't worry about being struck because there's a **full health bottle** on the gurney here.



Now for the final quartet of fools. **Head from wall cover to wall cover**, all the way to the right wall indent. Check the doorway on the left; there's a guy in here.

Step to the doorway, and **open fire on the guy in the office**. Do this quickly, so remaining assassins don't hit you from behind. As for the garage area; there's two ways to finish the job:

PLAN 1: TORCHING TATTAGLIAS

RECOMMENDED



The two remaining Tattaglias are in the hospital garage. Fortunately, they're hiding adjacent to **two gasoline pumps**.

MISSION 7: INTENSIVE CARE

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Using manual aim, enter the office, and shoot through the window at the left pump, and the whole garage erupts into a fireball. That ought to do it.

Caution Do not fire at the pumps through the doorway in the main corridor, as the glass is bulletproof. If the double doors open when you're at the far end of the corridor, before you reach this office, don't destroy the pumps either; the Tattaglia thugs are still here when you reach the garage.



PLAN 2: TEEING OFF ON TATTAGLIAS

NOT RECOMMENDED



This is only necessary if you ran out of ammunition or blew up the gas pumps too early. **Crouch at the office window.**

Bring down the remaining two punks from this covered point. Beware of attacks from behind.



Out of ammo? Vault the windowsill, use the ambulance as cover, and finish the foes with a baseball bat.

PART 4: BEATEN BY THE BOYS IN BLUE

OBJECTIVE:
"Escort Frankie to the basement exit."



On the right side of the final corridor, keep the double doors closed until all foes are slain. Frankie then opens them herself.

She then runs to the ambulance. Meet her inside the garage and speak to her.

OBJECTIVE:
"Find Michael Corleone."



Collect the weapons strewn about, refill your health, and keep a pistol poised. **Head out of the garage.**

Make an immediate left through the double doors, go up the stairs, then stop! Seek wall cover on your right!



There are two more Tattaglia goons to deal with. They run down the corridor toward you. **Don't step out** into the corridor, or the Tattaglia goons stop running.

Instead, wait at the end of the corridor with one goon targeted, and when they reach you, **drop the first one immediately.** Then **turn to the second** and dispatch him in whatever foul and depraved manner you see fit.

If you stepped out and shot as the assassins were running at you, they retreated to the middle of the corridor. This leads to some stalemate shooting situations, which take time to finish up; wait until the first foe pokes a head out, and shoot it. A dangerous charge with a baseball bat is called for if you run out of bullets.



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Sergeant Galtosino



Captain McCluskey



Tom Hagen



Gabriel Villa

MEETING MICHAEL



Whatever plan you formulated to finish the last of the Tattaglia hit men, move to the middle of the corridor, and jog up the steps to meet Michael.



Michael looks you square in the eyes. "Follow me; we gotta cover the front entrance." Outside, Michael is grabbed by two police officers. He struggles to free himself.

Sergeant Galtosino collars you: "Don't move. Not a fuckin' muscle...." You recognize Police Captain McCluskey from the uniform. "I thought I got all you guinea hoods locked up!" He advances on Michael.

"What's the Turk paying you to set up my father, captain?" Michael asks, with a sneer.



McCluskey takes a swing at Michael, cracking him on the jaw, as he's held by two officers. Galtosino is certainly invading your personal space, too. "Told you not to get involved, didn't I?"

A car stops, and Tom Hagen runs out, grabbing the semi-conscious Michael. "I'm attorney for the Corleone Family. These men are private detectives hired to protect Vito Corleone. If you interfere, you'll have to appear before a judge in the morning and show cause." Galtosino grudgingly lets you go, and the police disperse.



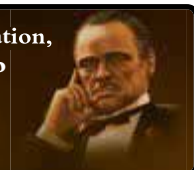
Find your bearings at the hospital entrance, then move on foot to either corner of Bleecker Street. A Corleone advisor waits at either corner, telling you Clemenza is waiting for you.

OBJECTIVE:

"Meet Clemenza at Gabriel Villa's Tailor Shop in Little Italy."

Tip

You can now try a little exploration, but a better plan is to return to your safehouse, save your progress, and meet with Clemenza as soon as possible.



Mission 8, Rendezvous 2: Invitations

OVERVIEW: LITTLE ITALY

Your actions at the hospital and the ongoing activities you are completing in the Corleone name are beginning to pay dividends. You've been summoned by Peter Clemenza so he can invite you, in person, to a forthcoming party held in an upstairs room over at Rosa's flower store in northeast Little Italy. Clemenza is here with a couple of Corleone soldiers to offer a little advice as you journey further into the inner workings of the Family.

"It's a hot little operation. Great for parties, know what I mean?"

—Peter Clemenza

MISSION OBJECTIVES

1. Meet Clemenza at Gabriel Villa's tailor shop in Little Italy.
2. Meet with Rosa at her party in Little Italy tonight.
3. Purchase weapon upgrades from black market merchants (ongoing).

PLAYERS



GABRIEL VILLA - This tailor is of Argentinean extraction, and he now serves as the Corleone's tailor, crafting sharp suits and the finest fitting pants for all the Family members.

MISSION 8, RENDEZVOUS 2: INVITATIONS

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WAYPOINT MAP



PETER CLEMENZA - Peter seems increasingly impressed by your abilities, and he's sure to offer you a job in the near future. For now, he wants you to relax.



JAGGY JOVINO - You're proving your worth to Jaggy too; while he plans the logistics of a forthcoming job he has you in mind for, he offers a hint on the type of hardware you can purchase from underworld weapons dealers.



PAULIE GATTO - Paulie has the uncanny ability to stand at the back of a group and look shifty. All you've seen of him is a malicious and bullying streak. Perhaps he'll reveal another side to his personality shortly.

AREAS OF INTEREST

STARTING POINT, FINISHING POINT: ID 369. P/Q 13.
GABRIEL VILLA'S QUALITY TAILORING:
PRINCE STREET AND MULBERRY STREET.



This small tailor's store has belonged to the Corleones since the beginning of your adventure. It doesn't need to be extorted or damaged in any way.

Apparel

"THE NUMBER CRUNCHER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	2/4	9/12
Dress Shirt	Purchased with Coat	—	—	3/3	3/12
Tie	Purchased with Coat	—	—	5/10	2/17
Pants	Dress Pants w/Belt	\$1,200	375	4/4	9/12
Shoes	Loafers	\$540	170	—	6/6
Hat	Fedora—Narrow Brim	\$840	265	1/2	8/10
Total		\$14,580	4,560		

PART 1: A PARTY TAILORED TO YOUR NEEDS

OBJECTIVE:

"Meet Clemenza at Gabriel Villa's tailor shop in Little Italy" continues!



A small rendezvous with your new mentor Peter Clemenza allows you a breather after the frantic hospital firefight. In the safety of the tailor's back room, Clemenza informs you of a party—take East Houston to get there.

Jaggy has some information to impart, too. And Paulie's here, being his usual shifty self.



Run to the entrance of Gabriel Villa's Quality Tailoring. There's no need to smash any windows; enter the civilized way.

Once inside, chat with Gabriel. He's not much of a gabber, but he's intent on making money for the Corleone tribute he's paying you.



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Step into the back room to find Clemenza, Jovino, and Gatto. **Peter beckons you over.** Talk to him.



Peter Clemenza has an invitation to extend to you. "Everyone who's anyone could drop by." The event is being organized by a lady named Rosa. Apparently, she runs a "hot little operation. Great for parties, know what I mean?"

OBJECTIVE:

"Meet with Rosa at her party in Little Italy tonight."



Speak to him again, and Clemenza recalls the story of a young up-and-comer who crossed the police chief and hasn't been seen since.

Keep up the banter, and Clemenza tells you "ya gotta look sharp for the party." He isn't going, though. "It's for young guys like you. All that drinking and stuff..."



Jaggy is motioning you over. Talk to him and he tells you about **black market merchants**. "Look in the alleyways," he tells you. Chat again, and he asks you give him some time to put a job together.

OBJECTIVE:

"Purchase weapon upgrades from black market merchants."

Note Jaggy's objective is purely optional (but recommended), and the locations of each black market merchant are on your in-game map, or check the appendices at the back of this guide.



Paulie isn't the chatty type. Try to summon a conversation from him, and you get a nod that he's turning up at Rosa's. Talk again, and he gets agitated. He's a little curt, that one.

Part 2: Exploration Notes

OPTIONAL

You don't have to meet the Family just yet; you can continue to extort businesses, locate items and weapon upgrades, and take down rackets, warehouses, and trucks. Check the information at the end of this act for advice on which venues are ripe for picking.



MISSION 9: FIREWORKS

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Mission 9: Fireworks

OVERVIEW: LITTLE ITALY, NEW YEAR'S EVE

The Corleones may have a number of grievances yet to be avenged, but they still have reason to celebrate. It's New Year's Eve 1945, Monk has made a speedy recovery from his gunshot, the Don isn't dead (although its best to keep that under your Homburg), and what's more, the Family has organized a get-together. Head to the flower shop (a front for the brothel upstairs) and meet the madam, Rosa Morelli. After you speak to the Family members, the police department halts the festivities in no uncertain terms. Your next task is to rescue Rosa, who's been "appropriated" by the scotch-filled Sergeant Galtosino. If you can rescue Rosa, and accidentally off an officer who blatantly works for the Tattaglias, this New Year could really start with a bang.

"He was drunk. He fell. It was an accident."

—Rosa Morelli



MISSION OBJECTIVES

1. Meet with Rosa at her party in Little Italy tonight.
2. Talk to Sonny, Paulie, and Monk.
3. Get past the police guarding the joint.
4. Sneak past the cops in the alley.
5. Whack the police sergeant—make it look like an accident.
6. Go to the Corleone Compound.

PLAYERS



ROSA MORELLI - Rosa Morelli is a loyal Corleone associate, but she leaves the day-to-day running of her flower shop to her assistant. She appears only on special occasions, usually when the other flowers she sells are ready to open up.



SONNY CORLEONE - Sonny always knows how to throw a party, although he tends to keep himself out of the spotlight, beckoning a few of his favorite girls into a private room for "entertainment" purposes.



MONK MALONE - Monk is out of the hospital and has never looked better. He's the life and soul (and not to mention voice) of the party. Monk's a little rowdy but definitely pleased to see you.



PAULIE GATTO - Staying out of the spotlight in the corner of the party room, Paulie seems lost in thought and seems a little suspicious, nervous even. Of course, it could just be his natural charm.



POLICE OFFICER - Once the raid goes down, you may need to bribe your way out of the store to pursue Rosa. The officer guarding the front door looks like he's in need of some currency, or a hard beating.



POLICE SERGEANT JOE GALTOSINO - A roaring, sweaty beast of a man when drunk, Galtosino's warped reasoning is even more skewed when he's had a few. Tonight is one of those nights. Who knows, it might well be his last.

AREAS OF INTEREST

STARTING POINT: ID 414. **P 14.** **GRAND APARTMENTS:** GRAND STREET AND CENTER STREET.



Begin your journey to the party from here (or a safehouse you've bought). It might be time to locate another place to rest your head. Perhaps in the borough of Brooklyn?

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APPUNTAMENTO POINT: ID 317. R 12. ROSA'S:
ALLEYWAY (LEADING TO FOURTH AVENUE) OFF EAST HOUSTON STREET.



A florist in a rarely traversed area of town suits the Corleone's brothel operations in an upstairs room. No wonder Clemenza declined an invitation. He's happily married, after all.

FINISHING POINT: ID 292. Q 12. SICILIAN IMPORTS, INC.: ALLEYWAY
(LEADING TO EAST HOUSTON STREET) OFF FOURTH AVENUE.



Dario Stracci is an outcast from the Stracci Family, and he's going it alone. Worse, he's aligned himself with the local cops and is fronting for their late night shenanigans and unofficial police activities.

Apparel

"MR. SHARP"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Vest	Open w/Rolled-up and Untied	\$9,000	2,815	2/4	8/12
Dress Shirt	Purchased with vest	—	—	2/3	11/12
Tie	Purchased with vest	—	—	6/9	8/17
Pants	Casual Pants	\$0	0	2/3	12/12
Shoes	Wing Tips	\$720	225	—	6/6
Hat	Homburg	\$600	190	1/2	18/18
Glasses	Sunglasses	\$600	190	—	3/8
Total		\$10,920	3,420		

PART 1: RENDEZVOUS WITH ROSA

OBJECTIVE:

"Meet with Rosa at her party in Little Italy tonight" continues!



Assuming you made your way back to your safehouse inside the not-so Grand Apartments, head out of your room and down the stairs. The phone is ringing. Answer it. "Don't forget the party," the voice on

the other end says. "You never know who you might bump into." There are various routes you can take.

PLAN 1: AROUND THE BACK

OPTIONAL



If you have a vehicle already parked in the alley behind Grand Apartments, or wish to use the other car parked there already, head past the phone, out of the back door, and into your vehicle. Negotiate the alley, then **turn**

right onto Center Street, and make your first right **onto Grand Street**.

Make a **swift right** at the end of the alley. Watch those trucks, ya mook!

Look for the **gray, domed building** on the left of the junction as a landmark, then make another right, and sharpish! This route now joins the one in Plan 2.



PLAN 2: UPFRONT AND PERSONAL

RECOMMENDED



For a **quick exit** from your apartment, and the chance to jack a vehicle, run down the stairs, out of the front door, and turn right. Run down Grand Street heading east, until you locate a car (in this case, a red-and-black two-door), and "appropriate it."

You're heading east. Weave through traffic, and ignore the turns at Mulberry and Mott Street. **Keep your speed up!**



Wrench the wheel left when you reach Bowery Street. This wide thoroughfare allows **quick access northward**. Pass under the "Midtown" sign.

MISSION 9: FIREWORKS

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Continue north until you reach East Houston Street, and turn right. Bowery becomes 4th Avenue at this point.



Don't overshoot this final turn; it's the first left you can make on East Houston Street, and the alley isn't named. Look for the neon "flowers" sign. You're here!

PLAN 3: ALLEY OOPS

OPTIONAL



Instead of turning right down East Houston Street, or if you miss the turning and don't wish to turn around, there's another way to Rosa's. You drive down an alleyway you'll be negotiating on foot shortly, but in

the opposite direction, so you can learn the layout. The alley is a tight right turn, just before the Sicilian Imports, Inc. storefront. It's the last place you met Luca Brasi before taking him to the Luna Club.



Race down this alley, trying out your skills. Feel free to send flaming barrels and debris flying, but ramming walls shows a lack of respect for your vehicle.

Park at the end of the alley, get out, and look for the storefront with the neon flowers sign, and the icon signifying you've arrived. Step through, and meet Rosa.

PART 2: IN FULL BLOOM

Once inside the store, keep your eyes peeled for the dame with the mink wrapped around her shoulders. Speak to her and she tells you: "The party's upstairs. Go and enjoy yourself!" Before you chat with the ladies, find the Corleone adviser; he has some information to impart.



Head through the door behind the counter. In the back room, talk to the advisor. "Monk asked to see you. He's upstairs," the advisor explains. You'll hear him soon enough!

OBJECTIVE:

"Talk to Sonny, Paulie, and Monk."



The party is in full swing; and it's your job to introduce yourself to the three Family members who are already enjoying themselves in the upstairs brothel with the dancing girls. Talk to Sonny (you'll have to interrupt his merriment), Monk, and the ever-sour faced Paulie before the festivities are halted by a sudden and unplanned intrusion by law enforcement.

At the top of the steps, you can hear Monk having a whale of a time. He's out of the hospital and feeling much better. Talk to him in a moment. Open the door on the left. This leads to a bedroom where Sonny is busy.

Talk to him. He's not impressed. "Hey kid, I'm assuming you can see. Go find your own party favors!"



Step out into the main room, and optionally chat with the various patrons and dancing girls.

Next, go find Paulie Gatto skulking in the corner. "Hey, gimme a minute," he spits. "Can't you see I'm busy here?" What's with that guy?

You get a better reception from Monk; "Ha-hey, look who's here! Mr. Sharp! We're gonna have a good time...I'm so glad you got here!"

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Police
Officer



The party's in full swing. You watch the activities, checking out the ladies. A clattering noise followed by scuffling preludes an arrival by the law. "Party's over, punk!"

It's Galtosino and his goons. He grabs your arm, twisting it, sending you sprawling to the floor.



Monk unhands himself from a girl, and strides forward to tackle the officers. He's beaten back.

"Well, well, well. Buncha celebrities are we? Well, we'll see about that," snarls Galtosino. Monk is wrestled back to the piano by the window, and firmly handcuffed to it.

The police secure the area. Galtosino isn't quite finished yet. He grabs Rosa; "Over here, darlin'. I think I need to take you in for...interrogation." Monk almost upends the piano in anger.

"Son of a bitch! Something's gotta be done!"

PART 3: POLICE BRUTALITY



To rescue Rosa Morelli, you must first talk to Monk again. Get out of here using one of the many methods of police interaction.

OBJECTIVE:

"Get past the police guarding the joint."

PLAN 1: A PAIN IN THE NECK

RECOMMENDED



The first option allows a quick exit with no possibility of being wounded, and it doesn't involve bribery. First, ignore the officer on the upper floor.

Head down the stairs, but **make sure you're creeping**, so your footfalls are silent. Open the door at the far end of the wall.



If you encounter any police officers, strangle them. Reach up and **strangle the policeman** from behind (picture 1). Keep it up so the victim doesn't raise the alarm. Or, if you have a garrote (given by Sal Tessio in Hit 3: Tony Bianchi), creep behind him and **strangle him using this wire** instead (picture 2). Don't let go!

Return to your **creeping stance**. Open the door to the front of the store. Creep to the counter, then around it, and behind the standing police officer.



Position yourself **behind the officer**, creeping up, and either **strangle him** (picture 1), or produce your garrote (picture 2) and **cut his neck and air supply** in one. When he drops, a key falls from his pocket. **Unlock the doors** to the street

with it. Or, you can produce a gun (picture 3), shoot the cop in the back of the head for a bloody takedown, then flee to the streets.

MISSION 9: FIREWORKS

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PLAN 2: BRIBERY AND CORRUPTION

OPTIONAL



This second plan costs you money, but not health or bullets. **Ignore the cop on the top floor, and walk down the stairs.**

There's no need to be quiet, or to talk to the cop in the back room. Ignore him, and **enter the front of the store.**

Don't talk to the cops, or you'll need to bribe them to keep your heat level down!

Step over to the cop guarding the entrance, and talk to him. He's happy to take your \$250 in return for letting you out of the store.

There's **no need to turn violent** after the encounter; you can't get your money back! Instead, step through the doors into the street beyond.



PLAN 3: A MELEE-BASED CONCUSSION

OPTIONAL



If fighting is your style, start at the top floor. **Drop that policeman!**

Now head downstairs, and execute the **more roughhousing tactics** on the cop in the back room.



Then beat the key out of the cop guarding the front doors.

PLAN 4: AN ARMAMENT-BASED ERUPTION

OPTIONAL

Produce a gun. Shoot the cop on the top floor until he won't stand up again. Use free aim and run down the stairs.

Two cops are on their way to intercept you. Simply **gun them both down** on the staircase in a hail of bullets. It's simple, but effective. Take the key and leave.



PLAN 5: QUICK DRAW FOR GORE

OPTIONAL



In this variation on the armament-based method of exiting the premises, simply **run down the stairs unarmed**, directly to the cop guarding the storefront doors.

Bring out a weapon now (not before, or the two other officers give chase), **shoot the cop in the head** before he can react, grab his keys, and exit before the other two arrive.

PART 4: ACTION ALLEY

OBJECTIVE:

"Sneak past the cops in the alley."



Step outside into the side street. Look up, and you'll see fireworks from the New Year's celebrations, and a trio of cop cars blocking your path. If you move through them you'll fail your mission; Galtosino and Rosa are at the

other end of the alley to your left. You must silently drop the police officers in this alley, obtain a key, and enter the warehouse Galtosino is holed up in. As usual, there are different tactics to try:

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Sergeant
Galtosino

PLAN 1: TANGLE OR STRANGLE

RECOMMENDED



The most proficient method of tackling the alleyway cops is to creep up behind the first one.



Then either strangle him with your bare hands (picture 1), or use the garrote you may have picked up earlier (picture 2). Either method yields the same results.



Once the first cop has been defeated, creep down the alley and up behind the second cop. Then tackle him in the same way.

Continue down the alley following the main route to a third cop near a shed where you practiced firing with Luca. Slay the third cop here.



Only the fourth cop remains, standing near a door. Sneak up, strangle or garrote him, and he drops a key. Use it on the locked door to your right, and enter the warehouse.

Caution

When you engage a cop without using a gun, you have 24 seconds to dispatch him. Fail, and he calls for backup, essentially ending your alley antics. Swift takedowns are needed here.



PLAN 2: GRAB, THEN JAB

OPTIONAL



There's a quicker way to complete this task. Run (or sprint) toward the first cop, locking on to him. Grab and begin to beat him before he has chance to react. Then pummel him with melee attacks, or baseball bat swipes, before the timer counts down.

Do this for the three remaining cops ending at the locked door. Swift beatdowns are needed. You can grab and strangle at any time.

Caution

If you're planning on punching the cops, stay in the area you first encounter each officer, as moving farther down the alley attracts the attention of more cops, and they soon swamp you.



PLAN 3: RUN, THEN GUN

NOT RECOMMENDED



A foolhardy plan would be to run past the first cop, sprinting down the alleyway. The cop gives chase and alerts others. When you avoid the third cop, near the warehouse entrance, you'll be under heavy fire.

You need to shoot the cop by the locked door in the head so he drops the key. It's not impossible, but it's not easy when you're being torn to pieces by police revolvers!

PLAN 4: BLASTING, NOT LASTING

NOT RECOMMENDED



Although you might not think so, bringing guns to an alleyway fight is futile. In this example, an explosive barrel catches a cop on fire.

MISSION 9: FIREWORKS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

As soon as the explosion sounds, more cops appear. Execute these as fast as possible. More cops appear, wounding you. Even if you take cover, expect cops from in front and behind to attack.



You can reach about halfway down the corridor before the number of cops outweighs your remaining health or bullets, and you'll go down firing. This is no way for a Don in the making to meet his end.

If you tried Plans 1, 2, or 3, and you're at the final cop, you can actually use free aim, and shoot him in the back of the head. This attracts all the cops, but if you're quick, you can take the key and flee into the building before they arrive.

Note Don't head past the locked door toward the line of cop cars at the end of the street. This causes you to leave the mission area.



PART 5: AN OFFICER, NOT A GENTLEMAN



You've succeeded in negotiating the roving bands of police officers. Now comes the small matter of payback, and rescuing Rosa. The plan is to chase Galtosino up through the warehouse of the Sicilian Imports company, a Stracci

organization the sergeant uses to conduct illicit affairs. Locate him and dispose of him without leaving a mark that can be traced back to you.

OBJECTIVE:

"Whack the police sergeant—make it look like an accident."



Begin by opening the door at the end of the corridor. Step through, then back again so a nearby cop heads your way. Grab and dispose of him.



Draw your weapon, step into the warehouse, and quickly take the head off a cop in the unloading dock.

A third cop is usually hiding on the raised walkway or the stairs to the second floor. Use crates for cover, then sidestep out, and bring him down.

Step onto the raised walkway and spin 180 degrees around. You can see Galtosino hassling Rosa on the upper gantry. Shoot him if you wish. Rosa can't be killed.

Climb the steps as Galtosino flees the scene. Check that Rosa's not been hurt.



Speaking of taking, there's a safe in the office next to your location. Head inside, set a stick of dynamite, hide behind the table, and after the explosion, claim some cash.

Head through the door Galtosino bolted through, and take the elevator up to the roof. All the doors are locked; the elevator is the only exit.



Up on the rooftop storage area, do *not* pull out your gun to fire at Galtosino; his murder must look like an accident!

Run to the opposite end of the roof, to the dangerous ledge. When Galtosino follows you, grab him here.

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Rosa
Morelli



Sergeant
Galtosino



If this boozy fiend breaks your grip and starts punching you, hit him a few times to soften him up. Then go for the execution. There are two ways to achieve this:

PLAN 1: THE THROW AND LET GO

OPTIONAL



Swing Galtosino around, and let him go so he stumbles back.

Get about this far away from the ledge so he stumbles, hits the ledge, and goes flying over the side.

PLAN 2: THE LEDGE WEDGE

OPTIONAL



The other method is to maneuver Galtosino so his back is to the ledge. Then lean him over.

Flip his legs from under him, and shove him over the side into a death plummet. No one manhandles a Corleone dame except the Corleones!

HAPPY NEW YEAR!



Galtosino screams as he falls to the concrete alleyway below, staring back at you in terror. You peer over the edge as Galtosino hits the ground with a sick wet thud.

He's dead all right.



As the fireworks reach a crescendo, Rosa appears on the roof next to you. "He was drunk." She states matter-of-factly, "He fell." She produces a bottle of spirits. "It was an accident."

You toss the bottle down. It smashes next to the body of Police Sergeant Galtosino.



After Galtosino's death, head back to the elevator, ride it down to the second floor, and meet Rosa where you left her. She tells you to get to the Corleone Compound.

OBJECTIVE:

"Go to the Corleone Compound."



Head out of the Sicilian Imports building. You can retrace your steps to the alley.

Or, head down the stairs, across the raised platform, through the double doors, and into the storefront, then out to the street.

Exploration Notes

OPTIONAL

You can now spend some time increasing the hold the Corleones have on the businesses of the city, or locate items and weapon upgrades, and take down rackets, warehouses, and trucks. Check the information on the next page for advice on which venues are ripe for picking.

Note

The meeting you've been asked to attend results in a promotion, giving you more of a cut of your extortion profits. Therefore, it's wise to attend the meeting first, then continue to explore the city.

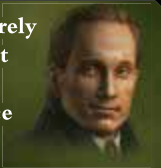


Keeping It in the Family 2: Act 1 Freelancing



OPTIONAL

Note The following information is purely optional and can be attempted at any point during your adventure. You can attempt fewer, the same, or more freelance opportunities than what's presented here. The information below is the *optimal* amount of freelance extortion you should attempt before you begin "Act 2: The Associate." Find information on every building and city maps in the "Tour of the City" section.



WHEN TO FREELANCE

Attempt to freelance between the following missions (at any other time, it is preferable to continue with the next mission):

OPPORTUNITY	AFTER	BEFORE
3	Mission 4: Sleeping with the Fishes	Mission 5: The Don Is Dead...
4	Mission 5: The Don Is Dead...	Mission 6: Welcome to the Kingdom
5	Mission 6: Welcome to the Kingdom	Mission 7: Intensive Care
6	Mission 8: Invitations	Mission 9: Fireworks
7	Mission 9: Fireworks	Ceremony 2: Family and Friends

Tip Important! After Mission 6, you are promoted to Enforcer, and you receive more of the tribute for the businesses you've gained than before. Therefore, attempt most of your freelancing after Mission 6.



Tip You should already have completed all the freelance tasks listed in the section entitled "Keeping It in the Family 1: Prologue Freelancing" before starting on these ventures.



PART 1: BUSINESSES AND RACKETS

The gangster community usually agrees that there's a real sense of achievement if you can own all of Little Italy before the start of Act 2. This means venturing into Brooklyn, taking out some Very Easy or Easy businesses there, then jacking up your skill points and tackling the Tattaglia warehouses (detailed in Part 7), as well as the

single Hard business in Little Italy (there are no Very Hard businesses); try to tackle them in the order listed.

Save after each successful extortion, and don't forget to check for a racket in the back room of each. Select any or all from the following (which are presented in order of difficulty):

Caution The greater the difficulty of the businesses and rackets, the more respect, skill points, and weapons you'll need to complete the task.



BUSINESSES TO EXTORT: VERY EASY (BROOKLYN)

VITAL

MICHAELANGELO SALERA'S BARBERS: ID 374, X 15
PITKIN GARMENTS: ID 375, W 15
GLOBAL TRADING COMPANY: ID 286, W 16

BUSINESSES TO EXTORT: EASY (BROOKLYN)

VITAL

THE FULL MOON: ID 357, W 16
MIDNIGHT ROSIES: ID 268, W 16
VALENTINO'S: ID 356, W 15

BUSINESSES TO EXTORT: HARD (LITTLE ITALY)

VITAL

BOWERY HOTEL: ID 253, S 13

PART 2: RACKET TRUCKS

USEFUL As before, racket trucks are to be attacked when you're about to start a mission, extort a business, and the opportunity presents itself. You must take over a certain number of trucks to reach 100 percent completion, so keep up the hijacking, which also reveals the city's many rackets. Stop a truck at a junction, shoot the engine or windshield, defeat the gangsters, talk to the leader, and flee to a safehouse.

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PART 3: BANKS

THE BOWERY BANK: ID 022, O/P 16

SAVINGS AND LOAN: ID 026, O/P 16

USEFUL Until you have a safehouse in Brooklyn (which you're given in Act 2 so there's no need to buy one yet) and get promoted again, the **Williamsburg Bank** in the middle of Brooklyn isn't a wise venue to heist. Stay with what you know; Savings and Loan in Little Italy nets you only \$2,000 less.

PART 4: SAFES

VITAL Repeat your new mantra: "take over a business and always dynamite the safe." It doesn't rhyme, but it nets you a load of cash and respect points, and doesn't jeopardize the payment your shakedowns earn you and the Family. Every venue, including the warehouses and transport hubs, need their safes cracked.

Tip Demolishing a safe gives you a 1,000 point respect reward; vital in the early going of this adventure. Remember to blast all the safes you can! For more dynamite, visit the black market merchant in the alley by DeMantagna's; the Brooklyn seller is too far away from the action.



PART 5: CONTRACT HITS

VITAL After Mission 6, the venerable Salvatore Tessio contracts you for a total of five hits in the Little Italy and Brooklyn area. All are in and around buildings you should have taken over by now. Remember to complete all five hits by the end of Act 1; ideally before Mission 7.

PART 6: BRIBING THE POLICE

LITTLE ITALY POLICE STATION: ID 011, Q 14

USEFUL If you need to lose some heat, the police station in Little Italy is still by far the easiest to reach. The Brooklyn Police Department is in the middle of town and viable only if you're heading away from a mismanaged extortion attempt.

PART 7: WAREHOUSES AND TRANSPORT HUBS

VITAL

WAREHOUSES TO EXTORT: (LITTLE ITALY)

VITAL

CHINAWARE WHOLESALE STORAGE FACILITY: ID 088, S 13
ITALIA HAULING COMPANY (STORAGE FACILITY): ID 092, R 15
VERONA IMPORT COMPANY (STORAGE FACILITY): ID 087, O 12
COSTELLO IMPORTS (STORAGE FACILITY): ID 442, I 17

Attack the warehouses and transport hubs in the order they are listed. You may wish to leave the Cuneo warehouse until the end of Act 2, as this one is very well-guarded. Make sure you locate a **Tattaglia business to bomb**, or an **FBI agent to bribe**; you'll begin your first mob war during these offensives!

PART 8: RIVAL FAMILY COMPOUNDS

REASONABLE The Tattaglia compound, known colloquially as "The Citadel," is in the northeastern part of Brooklyn, and shouldn't be attempted yet; wait until you've risen a rank in the Corleone organization, and finish the Tattaglias by the end of the next act.

PART 9: WEAPON PURCHASES AND UPGRADES

VITAL Brooklyn has nine black market merchants, and most of them sell the standard ammunition or weaponry at inflated prices. However, the merchant down by the docks (W 18) in the southern area has a marvelous weapon; the assassin's pistol. It isn't cheap (a whopping \$150,000), but it's the best pistol you'll ever use. Buy it if you can!

PART 10: SAFEHOUSES

HOTEL ALIOTO: ID 068, O 17
ST. SEBASTIAN HOTEL: ID 255, W 15

USEFUL Hotel Alioto in Little Italy is a good place to purchase (although you'd be better off buying the assassin's pistol at this point), as it's a bridge journey from Brooklyn, and a good spot to tackle the Cuneo warehouse in Little Italy's Westside industrial park. Purchase this if you can.

St. Sebastian is the other safehouse that's currently available (although a free safehouse opens up, and is a much better option, during Act 2). A contract hit takes place here, but you don't have to take this over to complete the hit. Purchase this hotel **only** if you need to buy up all safehouses, or at the end of Act 2.

PART 11: MOBFACE CLOTHING

VITAL Your flashy get-up elicits more than just a series of flattering (and slightly unnerved) responses from the general public; it's a **reasonably cheap** way to add respect points while looking good in the process. \$179,400 **buys you everything** and gives you 56,130 respect points. Try to have three or four complete outfits.

PART 12: FBI/G-MEN

ST. ANNE'S: ID 038, X 15

VITAL You start a mob war if you're systematically dismantling the Tattaglia empire (which you should be doing). If a mob war begins, torch a Tattaglia business; this is difficult if you've removed them from the extortion rackets across town! So, a better bet is to find the agent in Little Italy, or seek out **this church**, and run into the basement to find Brooklyn's only G-Man on the take.

PART 13: STOLEN SHIPMENTS

USEFUL There's one stolen shipment in Brooklyn, and fortunately, it is in the **crate-filled outdoor storage yard** where the black market merchant is selling the assassin's pistol. Locate the package at the same time you purchase the pistol; over at W 18, off Furman and Vine Streets.

PART 14: FAMILY FIGHTS AND EXECUTIONS

REASONABLE There's only one spot where an attack between rival Families occurs; in the **grounds of Brooklyn city hall**, just west of the black market merchant. If you need a bomb, meet the merchant during the day to lessen the chances of stepping into this bloodbath...unless your trigger finger's extra itchy.

PART 15: AMBUSHES

REASONABLE There are **three ambush areas** in Brooklyn, and as always, each near a black market merchant. Head to purchase goods from them **during the day** to minimize your

ambush chances. Locations of all the ambushes are shown in the "Tour of the City" section previously.

PART 16: FILM REELS

VITAL This can't be stressed enough; **there's no easier way to earn 100,000 respect points** than to scour the entire city for film reels. **There are 17 in Brooklyn**, but don't stop your searching here; try to have at least half the reels gathered by now. If that means entering New Jersey, then make that sacrifice! **Get as many film reels as possible, as early as possible.** The locations are shown in the "Tour of the City" section, and the appendices.

PART 17: EXECUTION STYLES

VITAL Finishing a foe with a **particularly entertaining or bloody takedown** grants you an execution and a respect bonus, which gets all the sweeter once you've completed every execution type. Check your rap sheet, and you'll see the executions you've completed. As with film reels, **complete as many as you can, as early as you can.** Check the "Training" section (and appendices) for a full list.



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Jaggy Jovino



Peter Clemenza

OVERVIEW: LITTLE ITALY AND BROOKLYN

While Tom attempts to restrain Sonny from adopting an all-out warlike stance against Sollozzo (“going to the mattresses”), you should prepare to be formally received into the Corleone Family. With a promotion, and keeping more of your extortion kickbacks, you’re finally making headway into this world of corruption, brutality, and most importantly, loyalty. After you speak with Tom Hagen and receive further instructions on what it takes to tackle the main business hubs of rival Families, you’re ordered to meet Peter Clemenza at his house in Brooklyn.

“No more meetings, no more discussions, no more Sollozzo tricks! You give ‘em one message: I want Sollozzo—if not, it’s all-out war—we go to the mattresses, alright?”

—Sonny Corleone



TOM HAGEN - Tom takes a softer approach to winning the turf wars that are escalating through the city since Sollozzo’s appearance. He is pleased to relay the Don’s message to you.



SONNY CORLEONE - Sonny’s tactics involve less talking and more violence. The attack on his father’s life has infuriated him almost to the point beyond reason. He’s a loose and dangerous cannon.

AREAS OF INTEREST

STARTING POINT (OPTIONAL): ID 068. O 17. HOTEL ALIOTO: BARCLAY STREET AND CHURCH STREET.



This optional safehouse is excellent when journeying between Brooklyn and Little Italy. It’s also very near the Corleone Compound, for quick access to the weapons stashes there.

APPUNTAMENTO POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.

Jaggy Jovino, Tom Hagen, and Sonny Corleone are all currently at this compound, having made a number of decisions regarding how to proceed with the Sollozzo threat. This is a useful location for loading up with extra ammunition.



MISSION OBJECTIVES

1. Go to the Corleone Compound.
2. Take down warehouses—start with the Tattaglia warehouses in Little Italy and Brooklyn.
3. Meet Clemenza at his house in Brooklyn.

PLAYERS



JAGGY JOVINO - Jaggy is waiting to speak to you on the pathway to the main compound building. He’s probably just finished a meeting with Tom and Sonny, and he needs you to tackle some rival Family’s more well-guarded venues.



PETER CLEMENZA - Clemenza has returned to his home in Brooklyn, after receiving some rather disturbing news regarding a Corleone soldier working under him. He’s also heading out for some shopping.

CEREMONY 2: FAMILY AND FRIENDS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

FINISHING POINT: ID 418. X 14. CLEMENZA'S HOUSE:
FARRAGUT STREET AND SANDS STREET.



Clemenza has done well for himself, thanks to years of loyal service. His home in Brooklyn is large and well-kept, and the same can be said of his wife.

Apparel

"THE MAN IN TAN"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed	\$11,400	3,565	4/4	8/12
Dress Shirt	Purchased with Coat	—	—	1/3	10/12
Pants	Dress Pants	\$1,080	340	3/4	8/12
Shoes	Oxfords	\$420	135	—	3/6
Total:		\$12,900	4,040		

PART 1: INCREASED COMPOUND INTEREST

OBJECTIVE:

"Go to the Corleone Compound" continues!

Tip Your safehouse could be a place you bought after taking over a hotel. This example shows the journey from Hotel Alioto, the nearest safehouse in Little Italy to the Corleone Compound and Brooklyn. You are encouraged to speculate in real estate.



From your safehouse (in this case, Hotel Alioto), begin the journey to the Corleone Compound, as always, located in the Little Italy Heights part of town, to the west. Although optional, dress appropriately for the Family, given the special designation Tom Hagen is about to bestow upon you. Head out to your vehicle of choice.



In this example, the reasonably swanky Hotel Alioto is base camp. We took the elevator.

Outside, a car is "appropriated." If the driver turns violent, hotel associates finish him, so you don't have to.

Drive up Church Street, and make a right onto Murray Street.



Weave through the heavy traffic onto Broadway, and make a sharp left past the buildings of City Hall.

Watch the ramp about a block north of your turn; don't roll your vehicle!



Weave through city traffic, honking your horn so vehicles part. Turn left onto Canal Street.

You know the rest of the route; onto the expressway, off on Washington Street, and along to the compound entrance.

PART 2: THE ASSOCIATE



Now at the Corleone Compound, you meet with Jaggy again. He has more wisdom to impart. Once you speak with Clemenza, you're given an audience with Tom and Sonny, who offer you a permanent

position in the Family. Then Clemenza has a job for you. This is the big leagues, kid!

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Jaggy Jovino



Tom Hagen



Sonny Corleone



Peter Clemenza



Step out of your vehicle when you reach the Corleone driveway. Head on over to meet Jaggy on the grass.

He imparts a little advice: It's time to start taking down more than just single stores. He's talking about warehouse ownership.

OBJECTIVE:

"Take down warehouses—start with the Tattaglia warehouses in Little Italy and Brooklyn."

Note

This open-ended objective is completed only when you've taken over every warehouse and transport hub in all five areas.



Walk to the front door and talk to Clemenza. He says it's better to bribe a police chief, not a beat cop, if you want the heat off you.

Enter the compound, and head down the main corridor.



You watch Tom and Sonny arguing. "No more meetings, no more discussions, no more Sollozzo tricks. You give 'em one message: I want Sollozzo—if not, it's all-out war—we go to the mattresses, alright?"

Tom tries reasoning with his hothead of a brother. "Even the shooting of your father was business, not personal, Sonny!"



Sonny has had enough: "Well, then, business will have to suffer, alright? Listen, Tom...do me a favor. Please no more advice on how to patch things up."



Tom exits the office, and sees you. He tells you about the power of negotiation. Sonny isn't impressed.

PROMOTION:

CONGRATULATIONS ON YOUR PROMOTION TO ASSOCIATE! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED FIVE PERCENT!



With your new role in the Family, step into the main corridor. Optionally talk to Tom Hagen again:



You can escape enemies (such as the police) by heading back here.

Speak to the adviser near Hagen. He's been told that Clemenza needs to see you at his house.

OBJECTIVE:

"Meet Clemenza at his house in Brooklyn."



Check both basements of the Corleone Compound for additional ammunition, and then leave the area. Sonny's outside. You can talk to him if you wish.

Sonny has some home truths he doesn't mind sharing. Talk to Sonny again and he has another gem for you: "Nothing worth a fuck gets done except by force, or the fear of it!"



MISSION 10: DEATH TO THE TRAITOR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 3: STRAIGHT INTO BROOKLYN



The route to Clemenza's residence, although lengthy, involves only a couple of turns and is via the main thoroughfare of Canal Street, over the Manhattan Bridge, then left just before a toll booth. Don't keep Clemenza waiting;

however, it is wise to save your game before you trek across town. Perhaps a change of attire would reflect your new status, too?



Pull up to Clemenza's house on the right; he's waiting for you on the front step. Go over and talk to him.

Part 4: Exploration Notes

OPTIONAL

Your increased standing in the Family means this is an ideal time to start your freelancing. However, it is worth waiting until the end of Mission 10 "Death to the Traitor" before you begin to tackle Brooklyn, as you have a free safehouse in the area by that time.

Mission 10: Death to the Traitor

OVERVIEW: BROOKLYN AND HELL'S KITCHEN

The Corleone Family has a traitor in its midst: Paulie Gatto, the weasel-like soldier under Peter Clemenza's watch. It seems Gatto avoided chauffeur duty on the day the Don was shot precisely so that the ineffectual Fredo would crumble under pressure. This is the most heinous act of double-crossing, and Paulie must be whacked. Under the auspices of attacking a Tattaglia business as retribution, Clemenza, Paulie, and you are traveling to Hell's Kitchen, locating a friendly business to stock up on explosives, and then attacking and blowing up a bar. After the completion of this task (and more importantly, purchasing a cannoli—a rich lasagna brimming with meatballs, ricotta, and other special ingredients), Clemenza orders Paulie to drive to a waste ground on the south side of Brooklyn. It is here that the traitor meets his end; and you're selected to perform the hit!

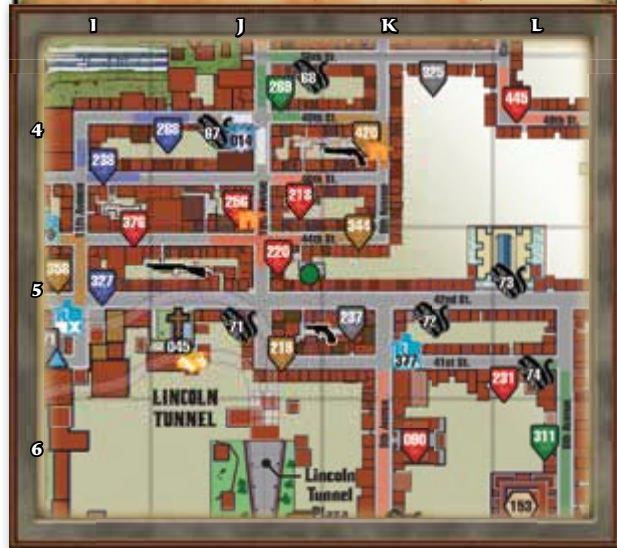
"Leave the gun. Take the cannoli."

—Peter Clemenza

WAYPOINT MAP (BROOKLYN)



WAYPOINT MAP (HELL'S KITCHEN)



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Peter Clemenza



Paulie Gatto



Albatross Grill Chef

MISSION OBJECTIVES

1. Meet Clemenza at his house in Brooklyn.
2. Get the weapons inside the restaurant.
3. Speak to Clemenza.
4. Blow up the upstairs bar and get out alive!
5. Whack Paulie Gatto.
6. Outrun the police and get to the Corleone safehouse!

PLAYERS



PETER CLEMENZA - Clemenza received the news of Paulie's wavering loyalty with disgust. He has three important tasks: buying cannoli for his wife, blowing up a Tattaglia bar, and getting rid of Gatto.



PAULIE GATTO - Paulie seems unaware of his impending doom, and he acts as a chauffeur during the drive to and from Hell's Kitchen. His suspicious phone call and disappearance during a firefight seal his fate.



THE ALBATROSS GRILL CHEF - Famous for his delicious cannoli, the chef at the Albatross Grill is away from his kitchen as two Tattaglia goons attempt an ill-fated shakedown. It's ill-fated assuming you intervene, that is.



ROCCO LAMPONE - One of Paulie Gatto's roles was that of soldier or bodyguard. His replacement has already been chosen: the tough-acting and no-nonsense Rocco Lampone. His chauffeuring capabilities are less proven, however.

AREAS OF INTEREST

STARTING POINT: ID 418. X 14. CLEMENZA'S HOUSE:
FARRAGUT STREET AND SANDS STREET.



High-rise residential apartments are just beginning to spring up in the neighborhood of Peter Clemenza's house, although he still has the most impressive abode on the block.

APPUNTAMENTO POINT 1: ID 237. K 5. THE ALBATROSS GRILL:
42ND STREET AND 9TH AVENUE.



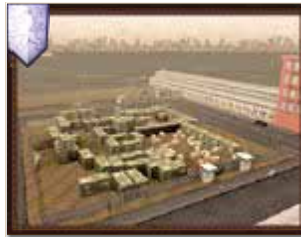
This clean little joint is overseen by a distant Corleone cousin named Nicky, who always looks out for the Family. He keeps a stash of both ammunition and mobsters to help out in a pinch.

APPUNTAMENTO POINT 2: ID 219. J 5. THE ROOST:
41ST STREET AND 10TH AVENUE.



One of the toughest bars in the Hell's Kitchen area, and known to have a strong Tattaglia presence, this venue needs to be severely weakened before an extortion can occur.

APPUNTAMENTO POINT 3: ID N/A. W 18.
WASTE GROUND ON FURMAN STREET.



The waste ground with a distant view of the Statue of Liberty on the south side of Brooklyn is rarely traversed. Garbage is often discarded here.

FINISHING POINT: ID 417. Y 17. PAULIE GATTO'S APARTMENT:
CLINTON STREET AND FULTON STREET.



Situated on a nice little cul-de-sac in a quiet part of Brooklyn, Paulie Gatto's residence soon becomes vacant. A new tenant is given the keys almost immediately; this is a great base residence, and more importantly, it's free.

Apparel

"THE PINSTRIPED PROTAGONIST"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	3/4	3/12
Dress Shirt	Purchased with Coat	—	—	1/3	12/12
Tie	Purchased with Coat	—	—	1/9	17/17
Pants	Dress Pants w/Belt	\$1,200	375	3/4	3/12
Shoes	Wing Tips	\$720	225	—	6/6
Hat	Fedora—Wide Brim	\$900	285	2/2	4/10
Total:		\$14,820	4,635		

PART 1: DON'T FORGET THE CANNOLI!



Clemenza tells you you're going to whack Paulie. He says: "We're gonna put his mind to ease first. Then I'll give you the signal."

MISSION 10: DEATH TO THE TRAITOR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Clemenza's wife calls from the house as you and Peter get in the car. "Don't forget the cannoli!" she shouts.

Clemenza tells Paulie: "That Sonny's runnin' wild. He's thinkin' a going to the mattresses already. We gotta find a spot over on the West Side. You know any good spots on the West Side?" Paulie is uncomfortable with the question.



You pull over at a Family-owned restaurant. Another plan is afoot. "But there's this thing we gotta clean up first—a bar around the corner that the Tattaglias got."

PART 2: DON'T FORGET THE CHEF!

OBJECTIVE:

"Get the weapons inside the restaurant."



Both Paulie and Peter have errands to run, so you're on your own. Fortunately, the Albatross Grill is Corleone-owned, but Nicky Corleone isn't currently managing the joint. Perhaps this is why Tattaglia goons have been allowed to threaten the chef. Enter the establishment, optionally eavesdrop on Paulie and rescue the chef, then obtain the explosives.

This is a Corleone-owned business. There's no need to shatter glass.



Enter the restaurant via the main doorway. Optionally talk to the staff; Paulie's gone in the back for the cannoli. Step into the back room, and you spot Paulie finishing a call.

Move into the back room. You can hear other voices; a couple of Tattaglia goons are threatening the Albatross Grill's chef.

Note You do not have to help the chef to complete the objective, but you receive extra items if you do help him. One of the items you get is a health bottle, so you can afford to be reckless in the upcoming battle.



Head up the stairs, ignoring the double doors near the phone. At the top, stride to the balcony, and watch the shakedown from this vantage point. You have an excellent line of sight for any gangster; ideally aim at the left

one, then shot the one that runs to the crates on the right. Once you shoot all the goons, head back downstairs.

THE CHEF'S GOODS



Talk to the chef. Follow him upstairs to the balcony. On the crates up there is a stash of weapons. Take the bomb, tommy gun, and Molotov.

OBJECTIVE:

"Speak to Clemenza."

If you helped the chef and talked to him afterward, he opens a locked door. Head through.



Here, you pick up a pistol and shotgun ammo, another Molotov, and a health bottle.

You can't just hang around here all day; head back out to the street and open the door. Paulie and Clemenza are waiting for you.

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Peter
Clemenza



Paulie
Gatto

PART 3: KEEP UP!



Paulie Gatto's suspicious behavior becomes a real cause for concern during the firebombing of a Tattaglia bar, as he disappears during combat! This means you and Clemenza must assault the premises, with you leading the

charge. Don't worry about Peter; he's more than adept at shotgun combat. You should concentrate on dropping a bomb upstairs in the billiards room and bar area.

Clemenza wants a job done right now: He explains he needs a bomb placed in the upstairs bar. Then "I need you then get the hell outta there!" Run to the alley, right of the restaurant. Check your map, and follow Clemenza and Paulie through the alley.



Note A black market merchant down here sells .38 snub nose ammo. Purchase this only if you need it!



When you reach the end of the long alleyway, Clemenza and Paulie split up. You can follow either to your destination.

CLEMENZA'S WAY

RECOMMENDED

Sprint left, down a short brick alley to 41st Street. Clemenza turns right, and so should you. When you reach 41st Street, creep to the corner door of the bar. That way the Tattaglias won't see you through the window on your right before you charge their premises.



PAULIE'S WAY

NOT RECOMMENDED



Although you shouldn't trust Paulie, his route is slightly quicker. Head right at the junction, around the side of the Tattaglia building, to 10th Avenue.

Run left, along to the corner door of the Tattaglia bar known as the Roost. Of course, Paulie runs along the windowed side, causing the Tattaglias to take defensive positions. Duck and run to the door!

PART 4: RULING THE ROOST

OBJECTIVE:

"Blow up the upstairs bar and get out alive!"

Note You may be thinking that the Roost would be easier to fight through if you took it over earlier. No dice: There's nobody home if you arrive there prior to this mission. Bomb the place, and when you're freelancing, wait for the spot to reopen. Then claim it.



Assaulting the Roost can be a tricky proposition if you haven't raised your health up enough levels; so do this before you enter. Otherwise, using cover, crouching, and methodically shooting every guy wearing an

orange coat are the keys to success. Be sure all the enemies are taken down before you plant the bomb; then remember the quickest way out! Here are the plans of attack:

Tip You may have noticed an exterior side entrance to the Roost, accessed via 10th Avenue. Forget about it! The door is locked. The only way through here is via the ground level entrance and bar area.



MISSION 10: DEATH TO THE TRAITOR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PLAN 1: THE GOOD WAYS

RECOMMENDED

Tip Before the firefight begins, you should have prepared for this battle. You need a full complement of ammunition for more than one gun. You preferably need an upgraded gun to ensure that shots wound or kill with a single shot. You should have placed some skill points into "shooting."

There are a number of ways to impress yourself with competent takedowns of the three Tattaglia goons at the bar. Here are some of the best:

PLAN A: BLASTING FROM THE BILLIARD TABLE

OPTIONAL

Open the door, and sprint to the pool table. Don't hang around in the open! Use the pool table as cover and target each punk's head.

While Clemenza provides support (and draws fire), help him out by blasting the heads off the two thugs in the bar.



The third thug heads through the entrance on the bar's right side. Tackle him immediately; hit him as soon as you spot him. If you don't, he takes cover behind the entrance, one of the dividers on the right, or the bar. Adjust your takedowns and tackle him now!

Now finish off any wounded holdouts behind the bar. Step out and deliver a couple of rounds quickly, as you're exposed.

PLAN B: FRONT WINDOW FIREFIGHT

OPTIONAL



Or, you can stay outside the bar, and kneel down by Paulie, who smashes the front windows and pops a few rounds inside. He shoots out both windows.



Paulie's of limited use, so make sure you've opened the door to the bar and stepped inside so Clemenza can get in there with the shotgun.

Meanwhile, you can stay outside using the windowsill as cover. Vault over to the pool table when the firefight subsides.

PLAN C: SIDE WINDOW SLAUGHTER

OPTIONAL



One of the best ways to enter the building and take down the foes without expending ammo, is to move to the side window, on 42nd Street.

Aim at the thug behind the bar, shooting through the window. You won't hit him, but now you can see where he is.



Now vault over the windowsill, and move to the right side dividers. The thugs notice you. There's no need to fire; use wall cover at the divider.

While the first two thugs are trying to strike you, Clemenza opens up with the shotgun. You can watch as both thugs are cut down! And you haven't fired a shot!



For the third goon, move around to the second divider, and when the thug comes to investigate, step out and drop him immediately.

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Peter Clemenza



Paulie Gatto

WRAPPING IT UP



The next thug is holed up in the office, through the right entrance and the left doorway. He's difficult to tackle without being struck, as he **charges out** after you step through the right entrance.



The best policy is a quick and violent one. Use **free aim**, step through with your gun trained on the left office doorway, and drop him at once.

Check the office for items left by the goon you just offed. Then check the desk; there's a **health bottle**. Take it only if you really need it!

Tip Take this health bottle if you're at half health or less. Otherwise, it's better to clear the upstairs of foes, return here to claim the bottle, then blow this place up.



Ascend the steps, but **hug the wall**. There's a foe at the top of the stairs. Stop at the corner, and you'll see him. Either **murder the bum** before he heads downstairs with some quick and accurate shooting, or **stay by the wall**, and drop him as he heads to the landing.



Ignore the door at the top of the stairs; it leads to the locked, side, fire exit you couldn't enter from the alleyway.

Here's the best way to tackle the three thugs in the upstairs bar. Run to the top of the stairs and turn left.



Rush to the right side of the bar entrance. Do this before the thugs pour through; your cover keeps the thugs contained. Aim at the first one.

Target his head, and **blast him** when he peers out from the pool table. If a foe moves to the entrance, this is a prime time to slaughter him!



The remaining two thugs are in one of two places; **the bar** or **the pool table**.

Crouch and move to the nearest pool table, then across to the second, and **deal with the thug** behind it.



Then charge the bar, and **drop the final goon**. This last enemy may be elsewhere in the bar depending on which foes you blasted first. The area is secure!

PLAN 2: THE BAD WAYS

NOT RECOMMENDED



Here are a few ways not to assault the premises. From the entrance door, don't throw a Molotov. It **rarely hits the target** (hiding behind the bar) and you can set yourself on fire!

Don't stand in the middle of the floor shooting at hiding enemies. They're in cover so they aren't a giant, exposed target! **Seek cover, now!**

MISSION 10: DEATH TO THE TRAITOR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



You're not joined at the hip to Peter Clemenza, so **don't stand next to him**. The closer you are, the more focused the enemies are at converging their fire at you.



No melee weapons or fisticuffs on the ground floor, please! You'll lose half your life charging to engage this many well-armed goons in close-quarter fighting.

It's bad enough staying completely exposed downstairs, where Clemenza can help draw your fire, but it's even worse in the upstairs game room. Enter via a single entrance that's a real chokepoint.



Standing here using wall cover is a terrible idea because you'll be spotted immediately. **Run to the walls on either side of the entrance** before the enemies come through.

However, drawing a gun and running around an enemy while locking on and shooting him is **extremely satisfying**. He can't get a bead on you!

PLAN 3: THE UGLY WAY

OPTIONAL



The third way is reckless, and you need improved health via skill point allocation, but it is possible and **extremely quick**. Open the door, or vault the smashed window.

Shrug off the gunfire, and **sprint to the stairs**. Ignore all the enemies! At the top of the stairs, forget about the gun-wielding Tattaglias!



Don't stop! **Sprint into the game room** and upstairs bar before the Tattaglias even have time to react!

Place the bomb, using the bar as cover, and shrugging off more shots. As soon as the countdown starts, the Tattaglias become more concerned with fleeing the area.



Now **retrace your steps**, dodging milling Tattaglia thugs, and catching all the goons you missed in the resultant explosion!

PLAN 4: THE PAULIE WAY

NOT RECOMMENDED



Paulie's plan is to **shoot out the two front windows**. He provides the very least amount of covering fire he can.

Then he runs away! **He heads down the alley**, back the way you came. Don't follow him, or the mission is over.

LAST CALL AT THE ROOST



No matter how you got here, the important part is to **place the bomb** (which you picked up from the Albatross earlier) behind the bar.

This starts a timer, and **there is little time to lose!** Let's hope you didn't forget the way out of here!

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Peter Clemenza



Paulie Gatto



Rocco Lampone



Head out of the bar and **down the steps**, retracing your route to the bar area.



As you reach the top of the steps, the door at the top of the stairs opens, and a thug rushes in. **Ignore him.**



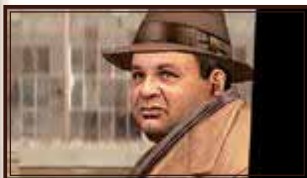
Battering him to death means you'll be **caught in the explosion**. Don't use the side fire escape because it's still locked. Dash down to the bar and vault **through the smashed window**; it's quicker than taking the door.



A massive explosion rocks the Roost. A black sedan leaves the scene as a raging fire envelops the building.

Clemenza half-teases Paulie about his lack of help during the fight. "Here." Paulie produces the cannoli. "Ah, I knew ya wus good for somethin', Paulie, you make my wife very happy..."

Clemenza orders Paulie to drive to an open air container yard in a quiet part of Brooklyn.



"Pull over, will ya? I gotta take a leak." Clemenza steps out of the vehicle.

He nods to you from the street. You prepare to execute Paulie, but he hears your gun cocking. He runs from the car, into a container yard.

PART 5: GOODNIGHT, SWEETHEART

OBJECTIVE:
"Whack Paulie Gatto."



The time has come to kill a traitor who's partly responsible for the Don's attempted murder. Paulie has taken refuge in a container yard stacked with crates, **some of which are explosive**. It's dangerous to run in after him.

Instead, **methodically stalk your prey**. When Gatto runs out of room, you can take him down easily, and preferably without mercy.



Don't try to chat with Clemenza or he scolds you for not chasing Paulie. Paulie has set off an explosion at the yard. Head **toward the explosion** with your gun drawn, in free aim mode.

Carefully turn left at the first corner. An explosive crate is ahead. **Shoot it from around 20 feet back.**

Caution

If you get too close when you fire, or don't shoot the crate, it explodes and usually kills you in the process. **Be proactive in destroying these containers!** You could slowly approach a container, wait until Paulie appears, and retreat as he shoots it, but this isn't wise because you can still be caught in the blast. **You can't harm Paulie by coaxing him toward an explosive container, either.**



Head around the **rusting crane to your right**. Paulie protests his innocence. Stay at range and **shoot the explosive container** you can see. If you don't, Paulie detonates it, killing you.

Move to the end of this container-filling pathway, and turn left. **You spot another crate.** Destroy it!



MISSION 10: DEATH TO THE TRAITOR

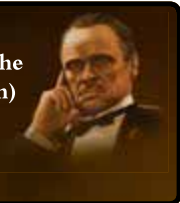
Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Turn left, and head to the yard's center. When you see the large brick warehouse in the distance, you know you're at the final resting spot of Paulie Gatto!

Destroy the explosive crate on the low stack, then move forward to the nearest crate and hide behind it. Paulie takes some pot shots at you from the opposite side. Time to die, Paulie!

Tip You can claim two health bottles during the fight (but not after, as the cutscene begins). One is on the left (south) and one on the right (north) side of the central crate maze. They are easy to pick up; stay low and nab them!



PLAN OF EXECUTION 1: AIN'T THAT A SHOT IN THE HEAD?

RECOMMENDED



By far the easiest method to take Paulie down is to crouch behind a crate, target Paulie's head, and blast it when he peers out. One shot, and Paulie's done.

PLAN OF EXECUTION 2: AIN'T THAT A SHOT IN THE ARM?

OPTIONAL

If you want to attack him face-to-face, step out, and out-draw him. He stumbles. Target Paulie's shoulder, and plant a shot into it. Make him suffer! Keep shooting until he falls; aiming at a different joint to prolong the agony!



PLAN OF EXECUTION 3: AIN'T THAT A KICK IN THE GROIN?

NOT RECOMMENDED



Or, you can dart from box to box, closing in on Paulie, until he and you run out from cover. You'll probably take a shot as you close the gap.

If you can take the damage, move in and grab Paulie. He usually pushes you away; so target and begin a series of quick or power punches. Paulie likes to block, so time those strikes! You can also slam him up against a crate. When he's had enough, he drops to his knees. Grab and kick him until he drops dead.



Clemenza zips up and heads to the car. "Leave the gun. Take the cannoli," he tells you.

A sedan screeches to a halt. It is Rocco Lampone, a friend of the Family, and Paulie's replacement. Unfortunately, he's brought company—the police!

"They picked me up on the bridge; I couldn't shake them!" You head for the car. "Christ!" remarks Clemenza, "Let's get out of here. Kid, you drive!"

PART 6: THE RIDE TO PAULIE'S PLACE

OBJECTIVE:

"Outrun the police and get to the Corleone safehouse!"



Rocco's brought most of Brooklyn's police department, and their squad cars, along for the journey to Paulie's apartment. Fortunately, the drive isn't that far, and Rocco is more than capable of delaying the police with judicious use

of his tommy gun. Concentrate on the road ahead, not the police following you.

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Peter Clemenza



Rocco Lampone

Accelerate hard, and skid right at the corner. You're on Vine Street. Turn left onto Willow Street. Swerve and right yourself if you're sideswiped or struck by the pursuing cop cars. Skid right, cutting in on the corner, onto Doughty Street, and one block later, skid right again.



Squad cars block the alleyway north; ignore them. Optionally run over a standing cop. And don't jeopardize your escape by avoiding pedestrians!

Hurtle up Old Fulton Street with the police in hot pursuit. Don't stop;

there's a plentiful supply of cop cars to take the place of any Rocco immobilizes.



Optionally take the ramp, flying over a parked car. This is impressive, and the police have difficulty matching this maneuver.

At the end of Old Fulton Street, skid on the inside left of the

turn, then drift right into the large roundabout.

Cut across the right side of the roundabout heading east. You're aiming for Bridge Street; don't worry about the barricades! You can also drive over the ramps and through the barrels and barricades. Don't stop!

Or, you can keep to the sidewalk on the far right side, and drive over pedestrians to Fulton Street. Make a right.

Drive south down Fulton, but ignore the left turn onto Clinton Street. Keep going and drift left onto Henry Street.



Caution Your vehicle isn't invincible; it can catch fire and explode after continuous ramming. Prevent this by keeping your speed up, and don't stop to let Rocco shoot police car hoods.



If your car isn't smoking, you can optionally park, and let Rocco loose on a couple of cop cars until they explode. This is entertaining, but purely optional.

The police continuously chase you until you drive into the alleyway on the left side of Henry Street, heading east.



Maneuver the car into the alley (don't overshoot it), and drive into the overhang. The crew dashes inside to relative safety.

Tip If you're approaching Henry Street from Fulton at speed, and you make the left turn onto Henry, continue the turn into a 180-degree maneuver and you'll drive into the alleyway. Otherwise, you're likely to overshoot.



Head inside the apartment, which is similar in design to the Grand Apartments in Little Italy. Clemenza lets you know Paulie won't need it any more. It's yours!

Now chat with Rocco. You can't tell whether he's talking about Paulie, or himself.



Clemenza on the other hand, is more direct. "We'll take it from here, kid. All in a day's work, eh?" Speak again, and he tells you how to handle a mob war.

MISSION 11, RENDEZVOUS 3: FRIENDS AND ENEMIES

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Now head upstairs to save your game. A Corleone advisor waits to inform you (either by the front door or in the alley) that “Monk’s pretty upset about the Paulie thing.”

Part 7: Freelance Opportunities

OPTIONAL

Now is a great time to conquer the entire Brooklyn area, beginning with the businesses and rackets closest to your new safehouse. Remember to return here to escape heat and save your progress. As always, detailed tactics for exactly how much territory to tackle are shown at the end of this Act.

PART 8: RETURN TO THE ROOST

OPTIONAL



If you make the long journey back to the Roost, you’ll see the Tattaglias have cleaned up the mess pretty quickly.

However, you can now shake down Vicente Tattaglia for a good-sized tribute. A better plan would be to save this venue until you tackle Hell’s Kitchen in a later Act.

Mission 11, Rendezvous 3: Friends and Enemies

OVERVIEW: BROOKLYN AND MIDTOWN

The death of Paulie Gatto surprised and shocked Monk Malone, the soldier’s friend and associate, but he realizes Gatto’s disloyalty was more than just bad for business. You must head to Midtown and check in with Monk, taking in the sights and sounds of the Corleones’ Midtown bar known as Corcoran’s Perch. Sonny is here too, ready to impart some more interesting (and personal) information. Then a figure called The Trojan beckons you over; he’s witnessed your “problem solving” with Sal Tessio, and he has some contract hit opportunities across town. Choose to attempt them, freelance on your own, or head to the Corleone Compound to receive a new task from Tom Hagen.

“When it comes to real action, I operate as good as anybody on the short term, you know what I mean?”

—Sonny Corleone

WAYPOINT MAP (BROOKLYN)



WAYPOINT MAP (MIDTOWN)



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Buddy
Corcoran



"Laydown"
Leighton



Monk
Malone



Sonny
Corleone



The
Trojan

MISSION OBJECTIVES

1. Meet Monk at Corcoran's Perch in Midtown.
2. Meet with Tom Hagen at the Corleone Compound.
3. Assassinate Plinio Ottaviano.

PLAYERS



Buddy Corcoran - Although he looks like an unassuming fellow, Buddy Corcoran, the owner and barman of Corcoran's Perch, is reputed to be related to numerous and infamous past gangsters. He is a devoted Corleone associate.



"LAYDOWN" LEIGHTON - Buddy Corcoran's relative notoriety has allowed Leighton's small gambling operation in the basement of Corcoran's Perch to flourish. Leighton's nickname refers to his unimpressive card playing, but more-proficient right hook.



MONK MALONE - Monk is seeking answers from the person who killed his friend and boss, Paulie Gatto. He seems satisfied at your answers, and your friendship with both brother and sister seems to be flourishing.



SONNY CORLEONE - One of Sonny's favorite Midtown haunts is Corcoran's Perch, as he talks to Buddy and plans the Family's next actions in relative safety. The alcohol he's consumed has loosened his tongue.



THE TROJAN - Little is known about this mysterious Trojan, except he seems to be from the local area, and the Corleones use him for a variety of special operations. He calls on you to help him out with some hits.

AREAS OF INTEREST

STARTING POINT: ID 417. Y 17. PAULIE GATTO'S APARTMENT:
CLINTON STREET AND FULTON STREET.



After making Paulie's place your own, and perhaps using it as your base of operations while shaking down Brooklyn, you leave the confines of this place for an audience with Monk.

FINISHING POINT: ID 221. P 9. CORCORAN'S PERCH:
23RD STREET AND FOURTH AVENUE.



Corcoran's Perch is one of the Corleone Family's favorite hangouts. It's almost always secure, thanks to the infamy of the owner's ancestry and its defensible location.

Apparel

"BEER GOGGLES"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Dress Shirt	w/Suspenders	\$1,800	565	2/3	6/12
Pants	Casual Pants	\$0	0	3/3	2/12
Shoes	Loafers	\$540	170	—	3/6
Hat	Snap Brim	\$480	150	1/2	13/18
Glasses	Horn Rims	\$300	95	—	2/8
Total		\$3,120	980		

PART 1: TO MIDTOWN AND MONK



Assuming you saved your progress after offing Paulie and obtaining his apartment, the route to Corcoran's Perch is long, but straightforward. After some shakedowns in Brooklyn, speak to one of the two advisors

nearby (one in the back alley, the other in your safehouse); they both tell you that Monk's cut up about Paulie's death and needs to speak to you.

OBJECTIVE:

"Meet Monk at Corcoran's Perch in Midtown."



No matter which advisor you choose, they both impart the same advice: Monk wants to speak to you. When you're ready, set out for Corcoran's Perch.

MISSION 11, RENDEZVOUS 3: FRIENDS AND ENEMIES

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Exit out of the back of Paulie's apartment, and take the car parked here. If you're after a faster ride, there's always this speedy little number. Choose a parked one to incur less heat.

Next stop, Corcoran's Perch! Exit your vehicle, and head to the front door guarded by two associates. There's a side entrance to this building, but it is locked.

PART 2: PROPPING UP THE PERCH



Head inside the Perch, and you see a fellow in a mauve suit. Speak to him in a moment. First, approach the stage, and optionally engage in a little flirting with the singer.

When you're done, move over to the owner,

Buddy Corcoran, and have a quick chat. It seems Monk is in a back room.

Head through the door Buddy was standing in front of. You can choose to head downstairs and check out the Corleone gambling racket if you wish, shaking the hand of "Laydown" Leighton.

When you're done exploring, look for the blue dot on your map, and head there. It's the room to the right of the one you opened after talking to Buddy.



Monk's inside. Talk to him. He mentions that Clemenza's asked you to stop by the compound. Apparently Tom Hagen needs to speak with you.

OBJECTIVE:

"Meet with Tom Hagen at the Corleone Compound."



Head back into the bar. Monk's at the bar, and Sonny has arrived. **Speak to Monk two more times.** Move over to Sonny and talk to him.

After your chats, move over to the man in the mauve suit. He's waving you over, and mentions he has some work for you. Agree to help out; this is The Trojan.



The Trojan is available at the Corcoran's Perch to request your help with the first of the contract hits, that of Plinio Ottaviano. Check the next chapter for all the hit information.

Tip

It's wise to attempt all these hits before the end of Mission 16; the hits are scattered across town, so prepare for some driving. The pay and respect rewards are good for these hits; don't forget them!



OBJECTIVE:

"Assassinate Plinio Ottaviano."

Part 2: Continuing Your Freelancing

OPTIONAL

You can now leave the Corcoran's Perch and head to the railroad tracks to murder Plinio, to the compound for an audience with Tom Hagen, or you can continue to take down Tattaglia businesses, rackets, and other parts of Brooklyn, based on the advice given at the end of this chapter.



Head to your preferred safehouse (Hotel Alioto if you're meeting Tom), save your progress, and choose your next plan of attack.

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HIT 6: Plinio Ottaviano

OVERVIEW: MIDTOWN AND HELL'S KITCHEN

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The Trojan



Plinio Ottaviano

Plinio Ottaviano is a Stracci madman who runs dynamite out of his warehouse in Hell's Kitchen. He's been selling explosives to a number of local gangs. You can take down Plinio directly, or fight fire with fire and use Molotov cocktails or nearby explosives to make him fry!

"Plinio Ottaviano has been using Stracci money to turn some of the city's street gangs against us. Take him out before he does further damage."

—The Trojan



MISSION OBJECTIVE

Assassinate Plinio Ottaviano.

Apparel

"NO JACKET REQUIRED"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Dress Shirt	Rolled-up w/ Suspenders and Tie	\$3,000	940	1/3	12/12
Tie	Purchased with Shirt	—	—	1/9	16/17
Pants	Casual Pants \$0	0	3/3	1/12	
Shoes	Wing Tips	\$720	225	—	1/6
Total		\$3,720	1,165		

Note

This outfit was worn when dealing with the three hits.

Tip

This hit has been sanctioned by The Trojan. It can be attempted any time after Mission 11, which is also the optimal time to attempt this hit (or after you purchase a safehouse in Hell's Kitchen).

PLAYERS



THE TROJAN - Very little is known about The Trojan, whether it is through Family or law enforcement connections. He rarely makes an appearance outside a church in Hell's Kitchen.



PLINIO OTTAVIANO - Plinio has expanded his business trading explosives from a Hell's Kitchen warehouse to a known rendezvous point on the railroad sidings between 44th and 46th Streets. Beware; he's supposedly a madman!

AREAS OF INTEREST

TROJAN LOCATION (PRIOR TO HIT): ID 221. P 9. CORCORAN'S PERCH: 23RD STREET AND FOURTH AVENUE.



Corcoran's Perch is the initial point of contact with The Trojan. He stays here until you agree to your first hit. Then he moves to a church in Hell's Kitchen for the next two contracts.

SAFEHOUSE (OPTIONAL): ID 256. J 4. THE ELEGANTE: 46TH STREET AND 10TH AVENUE.



Pleasant on the surface, but with a seedy underbelly, the Elegante is an optional safehouse to secure as you move into the Hell's Kitchen area. Fausto Cuneo, Jr., is the proprietor.

HIT POINT: I 4. RAILROAD TRACKS UNDER ROAD:
BETWEEN 44TH AND 46TH STREETS.



Plinio's trading posts are becoming more and more daring, as he's set up an explosives trading post under the bridges of 44th and 46th Streets. Make sure to detonate his entire stash!

TROJAN LOCATION (AFTER HIT): ID 045. J 5. HOLY CROSS CHURCH:
42ND STREET AND 10TH AVENUE.



The Holy Cross Church becomes the home to The Trojan after the first of these hits. He disappears mysteriously after the last of these hits concludes.

PART 1: OFF THE RAILS

OBJECTIVE:

"Assassinate Plinio Ottaviano" continues!

Caution The bonus condition is to kill Plinio Ottaviano using fire-based weaponry; he must burn! Complete the task in this manner to receive an additional bonus.



This hit takes place in the Hell's Kitchen area. You would be advised to purchase a safehouse close to the hit, such as the Elegante (ID 256, J 4) for immediate access, and to stake a claim in Hell's Kitchen.

Assuming you already talked to The Trojan during the previous rendezvous, locate Plinio in the Hell's Kitchen area. There are two methods to tackling this hit:



PLAN 1: VIEW FROM THE BRIDGE

OPTIONAL



Use your map to locate Plinio and his team of thugs, who are up to nefarious activities on the railroad tracks. Get out of your car just before the railway bridge on 44th or 46th Streets.

Enter free aim mode, and run to the middle of the bridge, but stay crouched. You don't want to be shot by the foes below who spot you and begin firing.



Before the firefight escalates, aim directly at Plinio (with the specific target icon above him). He's hiding behind the box shown above.

If you shoot him before he runs around, and wound him to half damage, your killing strikes are a lot easier to inflict with fire (the bonus objective).



Now manually aim at the explosive boxes dotted around the railroad; start with the one closest to Plinio.

Now aim for the second, directly ahead of you. The goons with Plinio go flying. However, they aren't dead yet!

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Plinio
Ottaviano



Detonate two more explosive crates in the area; hopefully damaging Plinio some more (if he dies now, the bonus is yours!). Stand up and aim down for the nearest box; it's difficult to aim over the lip of the wall.

While the foes are prone, finish them off with your preferred, non-fire-based weapon, such as an upgraded pistol.



Now for the hit target himself. There's a **Molotov cocktail** in the middle of the bridge span, on both 44th and 46th Streets. Pick them up. Aim at Plinio when he moves into range; this is tricky (and the reason Plans 2 and 3 are preferable) as the throw falls short. Even though it knocks him down, it doesn't damage him.

Wait until he moves forward, then lob the cocktail down to engulf him, even if that means driving to the other bridge.

PLAN 2: KNEECAPPING FROM THE BRIDGE

OPTIONAL



Another variation on tackling this hit from either bridge is to aim at each of Plinio's bodyguards, and bring them down with gunfire.

Then wait for Plinio to run forward, or to a nearby explosive crate. Then shoot him in the kneecaps.



As long as he falls to his knees either near an explosive crate or within cocktail range, you can burn him easily. Otherwise, move to the other bridge or down to the tracks.



Also remember you have an additional explosive device; the parked vehicle; shoot it to really cause a fireball!

Additionally, remember that you can lob dynamite just as far as Molotov cocktails, and the results are the same but take a little longer.

PLAN 3: BLOOD ON THE TRACKS

RECOMMENDED



Plinio really must be defeated at close quarters; it's a lot more thrilling, and actually easier, if a little more dangerous. Drive along 44th Street (or a road parallel to it).

Continue west until the end, and make a severe left turn into 12th Avenue. Drive south. At the southern end of 12th Avenue, the road dips down onto a large railway siding.

Stop! Are you equipped with Molotov cocktails? If you aren't, continue onto the dirt and travel south.



A black market merchant here has up to six Molotov cocktails to sell you. You only need one, or three if you're having problems with your throwing arm.

Back on track (or if you already have cocktails), drive up the steps, across the platform, then down, and skid left.

Drive along the left side of the railway lines, under the tunnels, and slow as you reach the tunnel under 44th Street. Now, either get out, or stay in (plan 4) your car.



HIT 6: PLINIO OTTAVIANO

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



If you want to tackle Plinio and his men on foot, swing your car to the left. Don't skid to the right (as shown in the picture)!

Why? Because you get out on the left side, and you'll be caught in their gunfire! Run around the car if this happens, crouch and bring out a gun.



Cause a little ruckus by free aiming at the nearest explosive crate, and detonate it. Do the same for the other crates.

Step out of cover, and use your target to determine still-living enemies. Shoot them all, then head over to the wounded Plinio.



When he's at around half health (optionally shoot him in the knee so he can't run away), lob a single cocktail at him. That seems to do the trick!

PLAN 4: BLOOD ON YOUR WHEELS

RECOMMENDED



A good alternative to facing Plinio on foot is to speed up when you reach his barricade, and drive through all the explosive crates!



Don't run over Plinio! When you've rammed all crates, step out of the car, execute the wounded henchmen, and burn Plinio as before.

PLAN 5: RAGING INFERNO

NOT RECOMMENDED

Now for a horrific plan; you can grab Plinio and rough him up, optionally starting a quick chat. But don't swing and let him stumble into an explosive crate. Although it makes for an amusing death, you'll be wounded by the blast, if not killed!



Note Complete this hit using an explosive device (Molotov cocktails, dynamite, or a bomb) and receive the following bonus: \$9,000, +33,000 respect.



OBJECTIVE:

"Get a hit contract."



Now head back to The Trojan. He's moved his base of operations to the confessional room inside the Holy Cross Church on 42nd Street. Save, then meet him for another hit.

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Hit 7: Leon Grossi

OVERVIEW: HELL'S KITCHEN AND LITTLE ITALY

Leon Grossi is a Stracci capo who is picking up the remains of Ottaviano's business. He's decided to go the direct route by bombing the Corleones out of business in Little Italy. Get to Leon first and stop him before he starts a mob war.

"The Straccis are trying to start up a mob war. Deep fry Leon, and they might be forced to reconsider."

—The Trojan

Encounters



The Trojan



Leon Grossi



Mama Scarponi



MISSION OBJECTIVE

Knock off Leon Grossi.

Tip This hit has been sanctioned by The Trojan. It can be attempted any time after Mission 11, which is also the optimal time to attempt this hit (or after you purchase a safehouse in Hell's Kitchen).



PLAYERS



LEON GROSSI - Leon Grossi is a slightly panicked Stracci capo attempting to smooth over the transactions with buyers after you destroyed his colleague Plinio's explosives empire.



MAMMA SCARPONI - An innocent baker, Mamma Scarponi was paying the Straccis tribute. She should be part of your operations by now. Keep her alive to keep the money flowing into your coffers.

AREAS OF INTEREST

TROJAN LOCATION (AFTER HIT): ID 045. J 5. HOLY CROSS CHURCH: 42ND STREET AND 10TH AVENUE.



Walk up to the front door of the Holy Cross Church, enter, and move to the confessional chamber. The Trojan waits for you here after each successful hit.

HIT POINT: ID 267. P 15. TRAPANI'S BAKERY: CANAL STREET AND MOTT STREET.



This place holds painful memories. The Barzins were responsible for destroying this place in the 1930s, along with a Corleone mobster named Johnny Trapani. It has since passed on to Stracci hands.

PART 1: YOUR GROSSI IS COOKED

OBJECTIVE:

"Knock off Leon Grossi."

Caution The bonus condition is to roast Leon Grossi to death in the baker's oven. Attempt this recipe successfully to claim an additional bonus.



Step through into the main church hall. Walk along the pews to the confessional cubbyhole to the left of the altar.

HIT 7: LEON GROSSI

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Receive your hit from The Trojan. Drive all the way back to Little Italy. Going via Broadway is quickest.

As you reach this bakery, you should feel a special sense of hatred for Grossi; your father died next to this bakery! Crouch down, and enter the store.



Try not to execute Mamma Scarponi, the cowering baker. Instead, move to the front counter, and target the thug behind the counter.

Target his head, and then when he pops out to shoot, pop him straight back with a nicely placed head shot.



Stracci goon #2 is in the oven room. Run to the wall behind the front counter, use cover, then target him. Step out, and drop him with a head shot.

Grossi comes out of hiding behind the table, and fires on you. Retaliate with a single kneecapping shot. This way, he won't run when you tussle! He also won't fight, just clutch his shattered leg! Holster your weapon, run to Grossi, and grab him. If he fights free, grab him again.



Turn him until his back is against the baker's furnace. Maneuver him toward the flames. There are two ways to burn him:



Note You can talk to him (he has some rather impertinent comments about Sicilians), or execute him in any other manner, but it's best to send him into the furnace!



PLAN 1: SHAKE AND BAKE

OPTIONAL



More difficult, but oh so satisfying, is to swing Grossi and let go, so he stumbles back and flips over the oven lip into the fire!

PLAN 1: SLOW ROAST

OPTIONAL



Easier, and no less entertaining, is to hold him over the flames, then flip him over and into the fire.

Note Complete this hit by executing Grossi in the oven, and receive the following bonus: \$24,000, +38,500 respect.



OBJECTIVE:
"Get a hit contract."



Now head back to The Trojan. His base of operations is still the confessional room inside the Holy Cross Church on 42nd Street. Save, then meet with him for another hit.

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Hit 8: Oscar Zavarelle

OVERVIEW: HELL'S KITCHEN AND NEW JERSEY

Encounters



The Trojan



Oscar Zavarelle



Female Victim

Oscar Zavarelle is a Stracci capo who perpetrated unspeakable acts against an 18-year-old girl. Oscar is hiding somewhere in New Jersey. When you discover where he's located, punish him for his crimes. He cannot be allowed to live.

"I want Oscar Zavarelle to suffer, for personal reasons. Don't kill him straight away, but bleed him out. Like a pig."

—The Trojan



MISSION OBJECTIVE

Bring down Oscar Zavarelle.

Tip This hit has been sanctioned by The Trojan. It can be attempted any time after Mission 11, which is also the optimal time to attempt this hit (or after you purchase a safehouse in Hell's Kitchen).



PLAYERS



OSCAR ZAVARELLE - A sleazy, smarmy fellow with a penchant for fanciful clothing, Zavarelle may find young girls an easy target, but this pervert won't last long once he faces you down. Make sure his death is as painful as possible.



FEMALE VICTIM - Zavarelle's smooth talking allows him to drag defenseless "good-time girls" off the streets or bars and into dark alleys. This is one of those victims; make sure she doesn't talk.

AREAS OF INTEREST

TROJAN LOCATION (AFTER HIT): ID 045. J 5. HOLY CROSS CHURCH: 42ND STREET AND 10TH AVENUE.



Your last meeting with The Trojan for the moment takes place inside the confessional chamber of his usual haunt. There's no need to return here after this hit; the man has disappeared...for now.

HIT POINT: C 9. ALLEYWAY BETWEEN NEWARK STREET AND PARK AVENUE.



New Jersey's alleys contain a number of ne'er-do-wells. Locate this place, ideally after you purchase a safehouse and begin to take over this part of the city.

PART 1: PREYING ON THE PREDATOR

OBJECTIVE:

"Bring down Oscar Zavarelle."

Caution

The bonus condition is to shoot Oscar in the knee, then the shoulder, and finally the chin. Successfully follow this plan to claim an additional bonus.



Drive to New Jersey, via the Lincoln Tunnel. From The Trojan, head south down 9th, then right into 34th. You're heading to an alley at the north end of town.

HIT 8: OSCAR ZAVARELLE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Run to the corner of the wall before the alley straightens up. That miscreant is at it again; he's dragged another young woman into his increasingly public displays of deviancy! There are two exits to this alley; choose one or the other.



PLAN 1: FROM THE SOUTH END, HEADING NORTH

OPTIONAL



The slightly harder of the two routes is to enter the alley from the south end; the corridor is longer, and the debris can be destroyed by enemies.

PLAN 2: FROM THE NORTH END, HEADING SOUTH

RECOMMENDED



The better plan is to approach from the shorter alley to the north. An unbreakable crate around the corner is great for hiding behind.

The general rule here is to ignore Zavarelle, and shoot the first thug you can target. Bring him down with a well-aimed head shot. The rest now attack.



The other rule here is to shoot away the breakable scenery so the enemy cannot hide behind it...

...conversely, you should run to scenery that *isn't* breakable and crouch so you can use it as cover. Do this from the north end.



Depending on your health, you can now creep to any remaining scenery, or dash right in to Zavarelle's location. Stop, and maneuver your target onto his knee.

Bang! Down goes Oscar! That's a horrific kneecapping. Stride over, nonchalantly.



Target the shoulder, wait for the red reticle, and zing! Another joint out of place!

Show no mercy! Wait until he tries to stagger to his feet, and aim for the head. Don't accidentally shoot him in the stomach, where your auto-aim sometimes appears.



Move over to Zavarelle's corpse. He won't be getting up from that fracas! Now optionally talk to the cowering woman.



Although slapping is a little much, you impart the fact that she really shouldn't mention this cold-blooded sadistic execution to anyone. Now depart.

Note Complete this hit by tagging Zavarelle in the knee, shoulder, and chin (head), and receive the following bonus: \$24,000, +44,000 respect.



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Tom
Hagen



Jack
Woltz

Additional: Freelancing Plans

OPTIONAL

You can now continue your freelance shakedowns across the city, although you are reasonably close to a promotion and should perhaps wait until after Ceremony 3. Head back and tackle the rest of Brooklyn, if you wish.



and save your progress; this is the closest safehouse to the Corleone Compound.

When you are ready to meet Tom Hagen at the Corleone Compound (assuming you completed the three hits at the earliest possible point), head to the Saint Martin Hotel in Little Italy (which you should have taken over by now),

Mission 12: Horseplay

OVERVIEW: LITTLE ITALY AND LOS ANGELES, CALIFORNIA

A working vacation is called for, and Tom Hagen has requested that you and Rocco Lampone both accompany him on a flight across the country to Los Angeles, for a meeting with movie producer Jack Woltz. It seems Woltz is having difficulty casting a singer named Johnny Fontane in his latest war movie. Fontane is a friend of the Family, and Hagen is dispatched to make Woltz an offer he can't refuse. Except he does. This signals a spot of payback, courtesy of you and Rocco. The pair of you must infiltrate Woltz's compound after the dinner with Tom goes sour, out-maneuvering the guards Woltz has on patrol, as you search for the stables. Rocco's instructions are to sever the head of Woltz's favorite thoroughbred, and sneak it upstairs to his bedroom. You're leading the way....

"She was beautiful, she was young, she was innocent. She was the greatest piece of ass I ever had, and I had 'em all over the world!"

—Jack Woltz

MISSION OBJECTIVES

1. Meet with Tom Hagen at the Corleone Compound.
2. Follow Rocco and avoid being detected.
3. Stand guard while Rocco gets the "package."
4. Deliver the "package" to Woltz's bedroom.
5. Meet Tom Hagen at Chateau Leive in Midtown.

PLAYERS



ROCCO LAMPONE - Ruthless and detached, Rocco is the perfect partner for an operation of this nature. He handles the slightly messy business of horse decapitation while you guard him. It's a winning combination.



TOM HAGEN - Tom Hagen believes he's been more than reasonable with Jack Woltz, although he suspects the producer's loyalty to the Barzinis, and Fontane's recent tryst with Woltz's lover, may have impeded his presentation.



JACK WOLTZ - A Hollywood player more interested in making money than movies, Woltz is a crass womanizer with delusions of grandeur. He's currently filming a war movie and has yet to cast a leading man.

AREAS OF INTEREST

STARTING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



Negotiate the familiar territory of the Corleone Compound, and seek out Tom Hagen as quickly as possible. He has a flight to Los Angeles to catch, and you're coming for the ride.

FINISHING POINT: JACK WOLTZ COMPOUND: LOS ANGELES, CALIFORNIA.



The Woltz compound in Hollywood, California, is a sprawling mansion with a fountain in the forecourt and stables to the left of the main building. It's extremely well guarded.

MISSION 12: HORSEPLAY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Apparel

"LAMPONE, JR."

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sports Coat	Closed w/Tie	\$7,200	2,250	2/4	5/12
Dress Shirt	Purchased with Coat	—	—	1/3	1/12
Tie	Purchased with Coat	—	—	1/9	9/17
Pants	Casual Pants	\$0	0	3/3	8/12
Shoes	Wing Tips	\$720	225	—	2/6
Hat	Snap Brim	\$480	150	2/2	5/18
Total		\$8,400	2,625		

PART 1: A TICKET TO LA

OBJECTIVE:

"Meet with Tom Hagen at the Corleone Compound" continues!



Journeying to the Corleone Compound is straightforward, because you've been here before. There's **no need to bring additional ammunition or weapons** either. Tom Hagen requests your presence on the other side of the

country, in Los Angeles, where he intends to court favor with Hollywood producer **Jack Woltz** for a friend of the Family: singer **Johnny Fontane**.



Park your vehicle, and head up the path to the first mansion. **Rocco** is **waiting here** for you. Optionally engage Rocco in conversation... if you can call it that.

Step through the doorway, into the main corridor, and **walk over to Tom**. Talk to him to learn the plan.

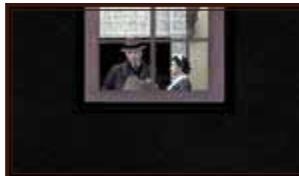


PART 2: WOLTZ IN SHEEP'S CLOTHING



A plane touches down in Los Angeles. The setting is the Woltz Compound; a well-guarded facility near the producer's Burbank studios.

Tom sits down to dinner with the movie mogul. Jack Woltz is not in an agreeable mood. It seems Johnny had relations with one of Woltz' young playthings; "She was beautiful, she was young, she was innocent." Woltz moves to Tom, as Hagen continues to calmly eat. "She threw it all away just to make me look ridiculous!"



Tom rises from the dinner table, looks out of the window, and shakes his head: "Mr. Corleone is a man who insists on hearing bad news immediately."

Outside by the car, Rocco nods to you. He knows what to do; you're heading for the stables!



Rocco lands on the ground of the main driveway, and beckons for you to follow him. **Crouch**, and stay by the low wall.

OBJECTIVE:

"Follow Rocco and avoid being detected."

It is important that you follow Rocco's lead. Wait by Rocco at the corner as the two guards talk.



Note Airport security means you're traveling light; you could only smuggle a garrote with you.



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Caution Watch out for a guard alert timer; this is triggered when only one guard spots you. If more than one guard sees you, the alarm is triggered, and the mission is over. You have 24 seconds to dispatch the guard without being noticed. Usually this is extremely difficult, at least until you head inside the compound.



The chat finishes. One of the guards walks away, and this is your chance. Wait for Rocco to move to the parked car, and follow him there.

Running (or even creeping) up to the remaining guard and throttling him is a terrible mistake; the entire compound is alerted, and the mission is over!



"Gotta find a way 'round the house," Rocco tells you at the car. He then turns and heads left, across the driveway away from the residence, to a low hedge. Follow his lead.

When Rocco stops behind the hedge, halt next to him. "There's this horse," Rocco explains.

Tip Stay crouched throughout this escapade; stand up, and you'll be seen!



The guards maneuver away from your location. Rocco creeps across the gap in the hedge to the other side. Follow him, and wait for a guard conversation to end.

Follow Rocco and creep out from the hedge, and around the left side of a snazzy sports car. Rocco pauses

on the car's left side, by the corner of a low wall. "Hey, through here!" he whispers. Turn left, hugging the low wall, and left through the gap, down a stone path.



Dashing out to grab a guard and throttle him would be okay in a quiet part of the compound, but not by the fountain!

Stop by the corner of the building. Step right, around the corner and hide behind an ornamental hedge to the right. "Shhh! There's a guard coming!" Rocco hisses.



The guard is moving from right to left, past a parked car. Wait for him to head off to the left, then follow Rocco.

Rocco moves along the wall of the building, past the car, and down the steps. Keep crouched or your footfalls disturb the two guards standing left of the car. Enter the stables.



Stand up, and walk by Rocco's side. There are five stable doors on the left side. Khartoum's stable is the fourth door on the left.

PART 3: THE HORSE AND THE HACKSAW

OBJECTIVE:

"Stand guard while Rocco gets the 'package'."



As you reach the stable door with "Khartoum" written to the left of it, Rocco gives you an order: "Go outside and keep an eye peeled."

MISSION 12: HORSEPLAY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

GUARD ATTACK PLAN 2:

THE BLUDGEON

OPTIONAL



Or, you can creep up to the top of the stairs, target the guard, charge him, and whack him across the skull with the lead piping.

GUARD ATTACK PLAN 3:

THE PUMMEL

OPTIONAL



A third way to subdue your foe is with a hail of pummeling. Grab him and unleash melee attacks until he drops to the floor and doesn't get up again.

Caution

It is possible to attack the guard using the lead pipe or punches here only because no other guards have a line-of-sight to your attack. Also beware as this guard may drop a pistol. Do not use it! Any shooting alerts the entire compound!



ENTRY ATTACK PLAN 1:

COMING FROM THE KITCHEN

RECOMMENDED



From the first guard, head around to the left, and up a small set of steps to a door. Open it, and creep inside. This door was locked until you collected the "package."

PART 4: SPECIAL DELIVERY

OBJECTIVE:

"Deliver the 'package' to Woltz's bedroom."



Rocco appears from the stable carrying a wet and blood-stained object. He's relying on you to guard him.

Bring out your weapon (ideally the garrote, although you can use the lead pipe), and head back the way you came, heading up the steps. The back of the stables is a dead end.

As you climb the steps, you see the first guard patrolling. Stop, waiting for him to move right to left. When he stops, left of the steps, attack him in one of three ways:



GUARD ATTACK PLAN 1:

THE STRANGLE

RECOMMENDED



Make sure you're armed with your garrote, creep up to the guard's back, then strangle him until he keels over.

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ENTRY ATTACK PLAN 2:

GOING ROGUE

NOT RECOMMENDED

Whoa! Don't tail the second guard, who is walking up the path to the fountain courtyard, unless you are planning to kill every guard in the compound (see Exploration Plan 3 below). This is also true if you try to creep, run, or sprint to the double door entrance behind the fountain.



SPECIAL DELIVERY

(CONTINUED)

Caution

Once inside the mansion, be sure that you kill only guards. Don't harm innocents, such as the butler or maids.



While crouching, shuffle to the edge of the kitchen cabinets and wait for the butler to move off to the left, after talking to a guard.

Caution

Do not stop too far to the left of the kitchen cabinets or the guard spots you, charges in, and the butler raises the alarm! Stay hidden!



EXPLORATION PLAN 1:

DOING IT WRONG

NOT RECOMMENDED

Some plans not to try: After the butler and guard have finished chatting, don't open the door the guard came from; it leads to an empty study. Those double doors in the next chamber lead straight outside. Although the two guards are facing away, the one on the balcony spots you instantly. Your mission is over.



Don't head into the corridor from the kitchen and turn left. This leads to some double doors on the right, and more guards who spot you. The butler sees you, too!

EXPLORATION PLAN 2:

DOING IT RIGHT

RECOMMENDED



From the kitchen, wait for the butler and guard to move away, head through the doorway the butler looked through, turn right, and strangle or garrote the guard just inside the next doorway.

Move forward to the spiral stairs and ascend them with your garrote or lead pipe at the ready.



At the top of the stairs is a guard facing away from you. You are free to tee off on his head with the lead pipe, garrote him, or strangle him. Even melee combat is fine.

Move to the doorway on the farther wall of this landing, and use wall cover. Peer through and you spot a house maid.



Note

Don't worry about Rocco. He's following you with a "package," complaining about its weight and the fact that it won't stop oozing blood. He knows to follow you, though.



MISSION 12: HORSEPLAY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Stay where you are, and watch the maid. Remember, innocents cannot be harmed! Wait until she walks right, through a hall entrance.

Crouch and creep to the right side of that entrance, and use wall cover. You see a guard try vainly to chat with the maid. Wait for them to head down the corridor.

Move to the cabinet on the right and stop to hide. Crouching is a must! When the maid's through the door, creep past.



Now creep to the guard's position at the top of another set of stairs (on the right), and Woltz's bedroom (ahead). Throttle the guard, but beware; he breaks free and must be strangled or punched during the combat.

Stop at the bedroom door, and wait. Rocco is hefting his "package" and is a little ways behind. He hides from the reappearing maid, and eventually staggers to your location.

EXPLORATION PLAN 3: COMPLETE GUARD TAKEDOWN!

OPTIONAL

Want to maneuver to Woltz's bedroom, and execute every single guard so there's only the butler, maid, and Woltz left? Then follow this plan of action:



From the stables, quickly dash to collect the lead pipe, select to use it, and sprint to the base of the outside steps. Then creep up and bludgeon the first guard with the pipe.

Put away the pipe as the guard is dying, sprint up the path and grab the second guard. Strangle him.

Caution Important: You *must* do this fast and actually grab the guard so he doesn't have time to fire his pistol (this alerts the compound), and you must attack at the nearest corner of the building, so the guards near the fountain don't see the combat.



Head into the mansion via the kitchen, and complete the in-house maneuvering all the way to Woltz's bedroom as explained in "Exploration Plan 2."

While you wait for Rocco, attempt to dispatch the remaining guards (there's no reward, except respect and ammunition). Check that the maid can't see you.



Then head to the arches in the corridor, and through the left door, onto the balcony. Creep to the opposite end and throttle the guard.

He's overlooking the driveway and fountain area. Peer over, and you'll spot three guards. Head back out into the corridor, and down the steps next to the blue shield icon.



Stay on the extreme outer side to avoid the gaze of the guard at the base of the steps. Creep up and strangle him.

Next, run down the corridor and strangle the other guard, quickly before the butler appears.



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Rocco
Lampone



Jack
Woltz



Jaggy
Jovino



Move back to the opening leading to a pair of double doors. Creep there and open them. You're now outside. Throttle the guard right in front of you.

Creep and strangle the guard to the left of the fountain. Then head around to the double doors, and to the guard on the opposite side, and strangle him.

Congratulations! Now take **extreme** care returning to Woltz's bedroom, so the maid or butler don't spot you. Wait for Rocco to appear.

PART 5: A WAKE-UP CALL FOR WOLTZ



The peaceful calm of the Woltz Compound is shattered by a series of bellowing yells. Jack Woltz wakes up to find Rocco's "package" unwrapped, and staring back at him through cold, dead eyes.

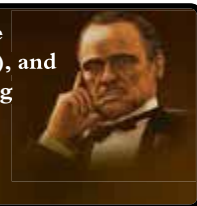


The yelling doesn't stop, even though Jack Woltz is getting a little hoarse....

Your trip to Los Angeles is over. **You're back in Little Italy**, at the Corleone Compound. An advisor in the waiting room lets you know Tom is waiting to meet you at Chateau Leive, a Corleone hangout in Midtown.



Tip Return to the nearest safehouse (ideally, the Saint Martin Hotel), and save your progress. Tom has something interesting planned, so it's wise to head straight to Midtown without continuing your freelancing.



Mission 13, Rendezvous 4: The Love Nest

OVERVIEW: LITTLE ITALY AND MIDTOWN

"Who says you won't get whacked? Unless you behave that is!"

—Frances "Frankie" Malone

Your services to the Family have been invaluable, and the Don has noticed your progress. As a token of the Family's esteem, Tom Hagen (acting on behalf of Don Vito Corleone) presents you with another apartment: the most well-appointed you've seen. As an added bonus, the foxy Frankie is also here to enjoy this newly gained piece of real estate, although she may not approve of the neighbors. Once you've had your fun, head over to the compound; Michael Corleone has a cold-blooded revenge plan that he's about to serve up at a Midtown restaurant named Louis'.



MISSION 13, RENDEZVOUS 4: THE LOVE NEST

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

MISSION OBJECTIVES

1. Meet Tom Hagen at Chateau Leive in Midtown.
2. Go to the Corleone Compound.

PLAYERS



JAGGY JOVINO - Jaggy is still formulating plans for a major operation. Currently, he's residing at the Chateau Leive, sampling most of the wine from the hotel's well-stocked cellar.



TOM HAGEN - Tom is engaged in more business on behalf of the Godfather, acting as a welcoming committee to your new apartment. He then instructs you to return to the compound.



FRANCES "FRANKIE" MALONE - Frankie is also at the apartment to ensure a homecoming you won't forget. She's excited that the Family has given the place to you both. It's a shame you can't take her out to a nightclub, but duty calls!

AREAS OF INTEREST

STARTING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



After you return from Los Angeles, the compound is empty, save for the basement stocked with ammunition. Head back here after your rendezvous with Tom, and the whole Family is here.

FINISHING POINT: ID 422. O 6. CHATEAU LEIVE: 34TH STREET AND MADISON COURT.



An impressive building in the Midtown area, this multi-floor hotel is one of the main centers of Corleone operations in the city center. Obtaining a room here is a considerable achievement.

Apparel

"TIGER, TIGER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Vest	Open w/Rolled Up and Untied	\$9,000	2,815	3/4	7/12
Dress Shirt	Purchased with Vest	—	—	2/3	10/12
Tie	Purchased with Vest	—	—	9/9	6/17
Pants	Dress Pants w/Belt	\$1,200	375	3/4	10/12
Shoes	Dress Shoes	\$0	0	—	5/6
Hat	Fedora—Narrow Brim	\$840	265	1/2	10/10
Total		\$11,040	3,455		

PART 1: A CHAT AT THE CHATEAU



Tom has called you to a meeting in unfamiliar territory; **either the Family is very happy, or most displeased with your progress.** Whatever the reason, you're likely to be heading north, so **maneuver onto Broadway** as soon as you

can. Drive up to the hotel, and locate Tom (plus Jaggy, who has more advice on hijacking). Hagen is on the second floor.



The hotel is on Madison Court. Exit your vehicle, and open the double doors. **Stride into the foyer.** The elevator is directly ahead. Before you enter it, check the foyer.

A Corleone hit man and Jaggy Jovino are enjoying the free bar. **Talk to Jaggy.** He has some "interesting" thoughts.



He tells you about taking over transport hubs, among his other thoughts.

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Tom
Hagen



Frances
Malone



Jaggy
Jovino



Decline Jaggy's offer and head to the elevator, and ride it up a floor (you can take the stairs if you want a longer journey. Tom Hagen is waiting on the landing.



You nervously greet Tom. "Relax son," Tom says with a smile. "The Don regrets he is unable to make it, but he is grateful for many favors you've done for the Family."

Tom tells you the apartment is yours, with the Family's compliments. You thank him profusely.

Tom mentions Frankie is inside; "When the two of you are done...ah looking the place over, come to the compound."

OBJECTIVE:

"Meet Tom Hagen at Chateau Leive in Midtown."



Tom steps to the side; you now have a foothold in Midtown, at an excellent and central location. Tom stays here to remind you to head to the compound.

Check out your swanky new digs! Open the door, and step inside. Head over to the window, where Frankie is standing.



Talk to Frankie. "Surprised, eh?" she says. "I thought I wuz gonna get whacked!" you reply with a laugh.

"Who says you won't get whacked? Unless you behave that is," Frankie says with a laugh. You are almost certain she's joking.



"There's this swanky new nightclub in Little Italy. We could go now, or...later." It looks like it has to be later.

Explore this new apartment. There is a bedroom to save your progress in, and there are certainly some interesting neighbors....

PLAN 1:

NEIGHBORHOOD WATCH

OPTIONAL



Once you enter your apartment, you can exit and open the door to the adjacent apartment on the right. The main lounge features some dancing ladies who appear to have misplaced almost all of their clothing.

Win a little respect by making a move (providing your street smarts are high enough), and getting a little closer to this big-bosomed dame.

You can enter the bedroom, and gain a second respect bonus by trying your "negotiation" techniques out on another lady. Then you should leave.

PLAN 2: FRANKIE MY DEAR, I DON'T GIVE A DAMN AGAIN

OPTIONAL



Although a gentleman wouldn't ever flirt with loose women next door, you aren't a gentleman so you have that option, sickening though it might be.

Beating up Frankie (punching or sneaking up and garroting) doesn't kill her; she simply cowers. Stop this violence at once, you creep!

MISSION 14: A RECIPE FOR REVENGE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 2: LEAVING THE LOVE NEST



Frankie wants to go to the nightclub, as she keeps telling you. This isn't an option; there's work to be done. Head downstairs. Jaggy is waiting to chat with you, but you've heard it all before.

Step outside, and a Corleone advisor lets you know there's something big brewing down at the compound. Get there at your earliest convenience.

OBJECTIVE:

"Go to the Corleone Compound."

Part 3: Freelance Opportunities

OPTIONAL

Leave for the Corleone Compound (to continue the campaign) or continue to take over the city's businesses (this is another opportunity to continue your freelance career).

Tip When you're ready to leave for the Corleone Compound and you're at your new apartment, take Fifth Avenue down to Broadway, and follow it all the way to Canal Street. Make a right, and a left onto Washington, and you're there.



Mission 14: A Recipe for Revenge

OVERVIEW: LITTLE ITALY, MIDTOWN, AND HELL'S KITCHEN

The plans has been hatched: Michael Corleone is to meet the hated Virgil Sollozzo and Captain McCluskey at Louis' Restaurant in Midtown. The Tattaglias are given the message that this sit-down is to hammer out a truce. In reality, a terrible revenge for the attempted murder of Don Vito Corleone is to take place. You have been placed in charge of arriving at the restaurant early, sneaking in through the back kitchens, and affixing a pistol to the cistern of the toilet. Michael will be frisked before the meeting, and he will get up to use the bathroom after everyone has said their piece. He returns moments later to wreak a murderous revenge before fleeing to Sicily. You've also been charged with driving him to the docks to catch his boat. This is one task you cannot afford to fail.

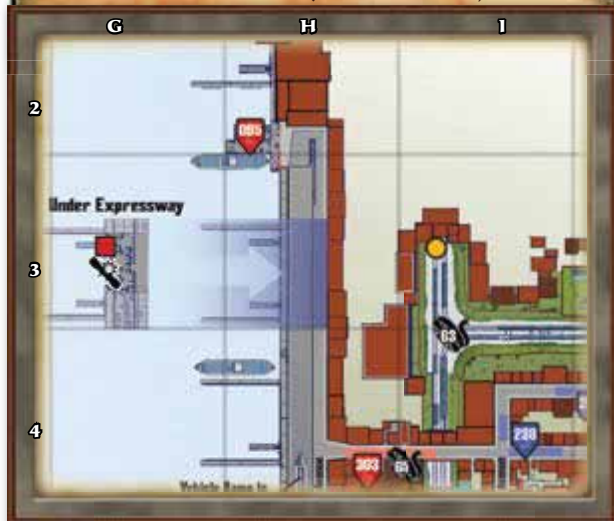
"What guarantees could I give you, Mike? I am the hunted one! I missed my chance. You think too much of me, kid—I'm not that clever. All I want is a truce."

—Virgil Sollozzo.

WAYPOINT MAP (MIDTOWN)



WAYPOINT MAP (HELL'S KITCHEN)



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Sonny Corleone



Michael Corleone



Tom Hagen



Rocco Lampone



Salvatore Tessio



Peter Clemenza

MISSION OBJECTIVES

1. Go to the Corleone Compound.
2. Plant the gun at Louis' Restaurant in Midtown before Sollozzo arrives.
3. Sneak in the back of the restaurant.
4. Plant the gun behind the toilet.
5. Get to the car with Michael.
6. Drive Michael to the docks in Hell's Kitchen.
7. Meet Tom Hagen at the Falconite Social Club in Little Italy.

PLAYERS



SONNY CORLEONE - Sonny is the key to planning this operation, and he wants the attack to go off without a single hitch. He is forcing the rest of the Family to cater to every possible eventuality.



MICHAEL CORLEONE - Responsible for setting up the meeting and the spectacular double-cross, Michael knows what he must do. His military training and unshakeable mettle guarantee success—as long as he has a gun with which to enact this revenge.



TOM HAGEN - Tom is keeping quiet, because he has mixed feelings on the subject. He knows this attack will fuel the mob war, but he also knows that Sollozzo's attacks cannot be allowed to go on without retribution.



ROCCO LAMPONE - Rocco witnesses the meeting with a smile. He's ready to fight for the Family in whatever capacity, as long as there are plenty of opportunities for mindless violence.



SAL TESSIO - Salvatore Tessio is the brains behind this operation. He's studied the environment Michael will be in, and he's come to the conclusion that the best place to stow a weapon is a toilet cistern.



PETER CLEMENZA - Clemenza has Rocco to count on, but he's ready to test your worth once again. He comes to you in a more serious mood than you've ever seen before. This task must be completed without failure.



VIRGIL SOLLOZZO - The Turk's days are numbered, although he believes his plan to force the Corleones' hand will soon pay dividends. He is correct, but not in the way he realizes.



POLICE CAPTAIN MCCLUSKEY - McCluskey is well-paid by the Tattaglias to ensure that nothing happens to their top assassin. He gets a free meal and the chance to belittle that upstart Michael Corleone...what could possibly go wrong?

AREAS OF INTEREST

STARTING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



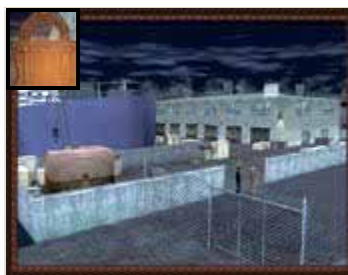
Something important is going down at the Corleone Compound, as every Family member (with the exception of the wounded Don Vito and the Vegas-bound Fredo) is here to discuss revenge.

APPUNTAMENTO POINT: ID 249. Q 7. LOUIS' RESTAURANT: 25TH STREET AND THIRD AVENUE.



Famous for many dishes, after tonight this Tattaglia stronghold will be known as the place where a bitter revenge plot was dished out, and a major mob war began.

FINISHING POINT: ID 095. H 2/3. WEST PORT WAREHOUSE: EXPRESSWAY (NORTH END), PARALLEL TO 12TH AVENUE.



Little is known about this warehouse, except it is said to be owned by the Cuneos. However, a ship sailing to Sicily is docked here, ready to receive Michael after his murderous meeting.

Apparel

"TATTAGLIA HIT MAN"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Open w/Vest and Tie	\$10,200	3,190	2/4	12/12
Dress Shirt	Purchased with Coat	—	—	1/3	10/12
Tie	Purchased with Coat	—	—	1/9	6/17
Vest	Purchased with Coat	—	—	2/4	12/12
Pants	Dress Pants w/Belt	\$1,200	375	2/4	12/12
Shoes	Wing Tips	\$720	225	—	6/6
Hat	Fedora—Wide Brim	\$900	285	1/2	10/10
Glasses	Sunglasses	\$600	190	—	4/8
Total		\$13,620	4,265		

MISSION 14: A RECIPE FOR REVENGE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 1: MEETING OF THE MINDS

OBJECTIVE:

"Go to the Corleone Compound" continues!



From your newly acquired apartment in swanky Midtown, you must return to the Family compound in Little Italy Heights, as Michael's plan to exact a vengeance on the Corleones' most-hated enemies—Virgil Sollozzo

and Captain McCluskey—is hatched at this meeting. Your role is vital, so come prepared to help Michael.

Tip Before this mission starts, you may wish to upgrade at least one of your weapons. In this case, the magnum was dismantled and reassembled into a hand cannon called "the python."



Step out of your vehicle and move up the path, past the two lions, and enter the Corleone Compound.



Sonny is talking on the phone in the study. He's received information regarding where a meeting should take place.

Most of the major players in the Corleone Family are sitting around a table, finishing some Chinese food. Michael's meeting for a "truce" is actually about settling the score with Sollozzo.



"Louis' Restaurant," Sonny tells the assembled crew, patting Michael on the shoulder. Tessio turns to Clemenza.

"It's perfect for us, Pete." Tessio says, "They got an old-fashioned toilet—you know, the box, and, ah the chain-thing. We might be able to tape the gun behind it."



Sonny needs somebody good for this task. "The gun'll be there," Clemenza assures Sonny. The meeting adjourns. Clemenza comes toward you. He offers you the pistol.

"You can count on me," you reply.

PART 2: THE EARLY ARRIVAL

OBJECTIVE:

"Plant the gun at Louis' Restaurant in Midtown before Sollozzo arrives."



Stepping out into the courtyard, you can now converse with key members of the Corleone crew before taking an automobile and driving it uptown to the restaurant. With four minutes to get there, there's little time

to dawdle, but a skilled driver can reach this destination two minutes before the Tattaglia assassin. Then there's the small matter of getting inside.



Walk over to Tessio for a little more information. Then Chat with Clemenza. He tells you, "You might wanna go 'round the back." Then speak to Tom.

Step into the vehicle you took to get here, or (if it is damaged), choose a new motor from the parked vehicles. As you exit the compound, the four-minute timer starts.

Getting to Louis' is straightforward: From Washington, head onto Canal Street. When you reach Broadway, skid left. Slow as you reach Union Square. Weave right then left onto Fourth Avenue. Just before the Midtown Tunnel entrance, skid

right onto 25th Street. Go one block east to 3rd Avenue and make a swift left. Watch for oncoming traffic on the left.



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The restaurant is on the right side, with a “Good Eats” sign hanging above it, and two neon signs. Pull in by the alley, next to, but just left of the building.

PART 3: TO THE TOILET

OBJECTIVE:

“Sneak in the back of the restaurant.”



Arriving at Louis’ Restaurant, your task is to reach the bathroom at the rear of the place without attracting attention. Holster any loud-firing weapons, and rely on stealthy sneaking and takedowns, and your

powers of persuasion on the janitor at the back of the building. The Tattaglias must not know about you.



You can safely talk to the Tattaglia mobsters guarding the door, but **don’t draw your weapon or enter through the front door**; you will fail this task.

Instead, you must find the side alley, left of the restaurant. Once past the post, figure out a way to negotiate past two goons:

PLAN 1: BATTER UP, BATTER DOWN

OPTIONAL



The first way is to dispense with any illusions of silence, and produce a baseball bat (or another hand weapon), and follow the alley, walking up to the first thug.



Target your foe, take a massive swing at the thug’s head, and then wildly smash him down with your bat, until he’s dispatched.

Note As long as you don’t fire a weapon, and you kill each mobster before the guard alert timer reaches zero, you can beat down your foes.



PLAN 2: CREEP UP, FULL THROTTLE

OPTIONAL



The second option is to crouch and silently creep up to the thug, and use a garrote, strangling him quickly and silently.

The death comes quicker, but creeping to reach the thug takes longer. Plans 1 and 2 have no advantage over each other.

PLAN 3: CREEP UP, QUICK PUMMEL

OPTIONAL



The third option is to creep (or walk) up to the first thug, and engage him in street combat. No guns are allowed!

It takes longer to drop the foe, but you can vary your melee techniques, and even try a couple of different executions.



MISSION 14: A RECIPE FOR REVENGE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PLAN 4: FOOLISH FULL-TILT SPRINT

NOT RECOMMENDED



Although Clemenza mentioned that you should hurry, he didn't mean dash through the alley to the far end. Both thugs pursue you.

The timer starts ticking, meaning you need to persuade the janitor (see below) *and* strike down both thugs, which is almost impossible.

CONTINUING DOWN THE ALLEY



Once you've downed the first thug, walk around the hut to a window. **Don't smash this window** and strike the thug inside; everyone sees you!

Instead, continue to a stack of crates and a thug on your left. You can **use wall cover** by the window to spot the thug, then creep up on him.



Or, you can simply walk up and fight him with your preferred killing techniques (put that gun away!). Now round the corner.



There's a janitor at the back entrance to the restaurant. Target him to check his pressure meter.



If he still needs persuading, **introduce his head to a crate**, or throw a couple of punches.

Once his pressure meter has increased over the middle line, talk to him. He agrees to **unlock the kitchen door**. Optionally kill the janitor afterward, but he's no threat.

OBJECTIVE:

"Plant the gun behind the toilet."



Now for the least glamorous job of your career: **locating a toilet**. Step into the kitchen. The chef is harmless, so ignore him, or kill him if you're feeling malicious. No guns!

Open the double doors, and walk into the back of the restaurant. Don't head all the way to the Tattaglia guard though; you **must sneak behind him!**



Head right, down the small corridor, and **make a right into the restroom**. If you shoot, or even touch the Tattaglia goons in the eatery, the mission is over.

Enter the restroom, and move to the decades-old water closet. You **place the taped gun behind the cistern**. Good job!



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Virgil
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Captain
McCluskey

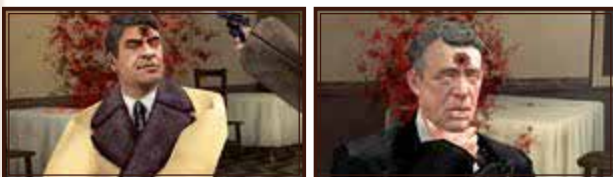
PART 4: UN COLPO NELLA TESTA



Sollozzo is speaking Italian. Michael replies, "What I want—what's most important to me—is that I have a guarantee: No more attempts on my father's life."

"What guarantees could I give you, Mike? I am the hunted one! I missed my chance. You think too much of me, kid—I'm not that clever. All I want is a truce..."

Michael rises from his seat. "I have to go to the bathroom. Is that all right?" Sollozzo stops him with a hand to the chest. McCluskey waves him away.



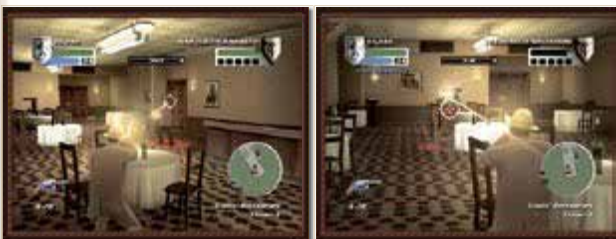
Moments pass. Michael returns from the bathroom. He produces a gun and shoots Sollozzo directly through the front of the forehead. Michael fires again. Sollozzo's body slumps backward on his chair.

Michael aims at Captain McCluskey, shooting him in the throat. A second shot, straight through the forehead, finishes the corrupt captain. Michael quickly walks out of the restaurant, and tosses the gun to the foot of your table.

PART 5: TO THE FAST CAR

OBJECTIVE:

"Get to the car with Michael."



The deed is done, and Michael must leave the country on the slow boat to Sicily, but first, he has to survive the wrath of the Tattaglias, who are swarming the street outside Louis' Restaurant, intent on slaying all Corleone members. Battle through to Michael's car, and drive him across Hell's Kitchen to the West Port docks and the safety of a boat. To start with, you must survive the gunfight.

As the shots ring out, turn and face the back of the restaurant, duck behind a table, and bring out your most powerful gun.

You have 3 minutes and 20 seconds to reach Michael's car, after which he and it will have sustained too much damage. Fortunately, this is plenty of time. Aim at an enemy goon.



Target each foe, hiding behind tables on the left and middle or the right-side bar, and aim for the head. On each occasion, line up the head shot, then stand up if some scenery is blocking your bullet's trajectory, and execute a head shot.

Use a quick charge to attack any thugs you cannot easily strike, such as the one behind the bar. Shrug off that damage!



Once all three thugs inside Louis' Restaurant are down, ignore the barkeep and run to the front window. Use it as cover, and drop more thugs in the street.

Vault over the broken windowsill, onto the sidewalk, and crouch behind the parked car. Bring down a second thug behind the orange stand. There may be a third to shoot, to the left.

Once the restaurant is cleared of Tattaglia riffraff, you have some options to get from Louis' Restaurant to Michael's car:

PLAN 1: RAMMING SPEED

OPTIONAL



The first option is quick and slightly hazardous, and it requires skilled driving. When the enemies around the outside of Louis' Restaurant are downed, get into any nearby car.

MISSION 14: A RECIPE FOR REVENGE

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Drive it north on 3rd Avenue toward Michael's car, which is parked on the left. As you approach, a sedan with three hit men screeches alongside: **Drive toward that car.**

Don't bother getting out. Simply **maneuver in a tight circle** around the parked car until all the occupants (who should have exited) lie dying in the street. Run over them all! Then exit, and get into the driver's (left) side of Michael's vehicle.

PLAN 2: RUNNING SPEED

OPTIONAL



Slightly more dangerous is to shoot your way to Michael's car. **Drop to a crouch, and check the north sidewalk.**

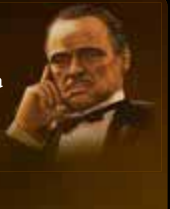
Drop any foes there, then run to the opposite side of the street, **delivering justice to a foe** who may still be hiding behind that orange stall.



Then run northward up 3rd Avenue to the parked Tattaglia car that Michael is blasting, and help him out; there's likely to be a thug behind the subway support on each side of the street.

Shoot all the remaining hit men, who are caught in your and Michael's crossfire. Once they're defeated, race to Michael's vehicle, and get in the driver's side.

Tip If you reach the thugs targeting Michael's car, and they are all grouped, target the central one, and lob a Molotov cocktail into them; that slows them down enough for you to reach Michael's car. Remember: you don't have to defeat all the thugs.



PLAN 3: CAR CARNAGE

NOT RECOMMENDED



No matter which plan you attempt, don't shoot the engine block of the Tattaglia car from close range; Michael is aiming at that, and the **resulting explosion** can kill you, damage Michael, and knock you over.

PART 6: TO THE SLOW BOAT

OBJECTIVE:

"Drive Michael to the docks in Hell's Kitchen."



When you enter Michael's vehicle, he's more than just a passenger; he **wields a tommy gun** from either side window to defeat Tattaglia vehicles intent on ramming you. As soon as the journey begins, check the map and you'll

see **two possible routes to the docks**. Be prepared to keep your speed up and your swerving skills primed.

PLAN 1: ON BROADWAY

OPTIONAL

Accelerate northward on 3rd Avenue, and make a **sharp left onto 34th Street**. Weave through the oncoming traffic. Make a **diagonal right turn onto Broadway** (not a 90-degree right turn, as this leads to Sixth Avenue, although this still brings you onto your preferred road).



Skid left, onto 42nd Street at the open square with the "Cola" billboard sign on the opposite building. You can now head down 42nd Street toward Hell's Kitchen.

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PLAN 2: OFF BROADWAY

OPTIONAL



The other route requires only one turn, although it isn't quite as quick. Accelerate **northward on 3rd Avenue**. Ignore the left turn onto 34th Street. Continue north, passing 37th and 40th Streets, then make a

sharp left turn onto 42nd Street. Drive west on 42nd Street, heading under the Midtown bridge area.

Drive straight across the Broadway junction and open square with the "Cola" billboard sign on the opposite building. Continue toward Hell's Kitchen.

CAR CHASE COMBAT PLANS

Around three Tattaglia vehicles attempt to thwart your progress.

One appears immediately. One appears as you reach the border with Hell's Kitchen. The last appears as you reach 12th Avenue on the west side of Hell's Kitchen. There are ways to avoid, interact with, or defeat these nuisances:



PLAN 1: FOOT DOWN, FLOOR IT!

OPTIONAL



You can accelerate wildly, and ignore the vehicle behind you. This almost always works, as you can outpace the enemy vehicles.

Make sure you clear the road ahead with your horn though, and watch for the enemy car hitting you so you spin out and crash. Right yourself, and escape!



PLAN 2: SIDESWIPE, SHUNT IT!

OPTIONAL



Being slightly more aggressive usually pays off. You can allow an enemy vehicle to pull up alongside you, then shunt it left or right.

Ideally, your foe should slam into a parked or innocent car, hit a building, or get caught in an accident you squeeze through. This is a definite plan to try.



PLAN 3: SLOW DOWN, SHOOT IT!

OPTIONAL



Michael is constantly shooting from each window, so another option is to slow down, perhaps skidding the vehicle, and stop perpendicular to the enemies. That way, Michael can unleash hot lead on the

enemy's hood until it starts to burn, and bring down any foes exiting the vehicle.

The only danger is being too close to an exploding enemy vehicle, because the ensuing damage could set your car on fire. If so, the mission fails.



MISSION 14: A RECIPE FOR REVENGE

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PLAN 4: FIND THE FAMILY, FINISH IT!

OPTIONAL



A final plan of attack involves driving to businesses the Corleones own in the Midtown or Hell's Kitchen area.

In this case, Michael's car stopped at the Albatross Grill (ID 237) in Hell's Kitchen. Park so Michael has a clear line of fire to the enemy car.



Then Michael, and the Corleone mobsters guarding the grill, can all shoot the enemy vehicle until it catches fire. As always, keep a safe distance from the explosion.

HEADING TO THE SLOW BOAT



Using the previous plans of attack, weave along 42nd Street all the way to 12th Avenue, and make a sharp right turn.

Optionally stop and deliver an explosive blast (courtesy of Michael) to the final chase car.



Then drive to the north end of 12th Avenue and make a 180-degree left turn.

Drive toward the dockside as indicated by the shield, and pull in here, by the large cargo ship.



You drive the car slowly along the dockside, to the ship's crew entrance, and park. "We made it," Michael says. "I'm gonna be gone for a while, so keep your head down—and uh, thanks."

"I won't forget it—you can count on that. Sonny'll help you out until I return." With that, Michael leaves for Sicily.



Stride back from the edge of the docks. You can investigate the building, but it is empty. Head back to the dock entrance.

A Corleone advisor is here to provide you with information. Tom Hagen needs to speak to you at the Falconite.



OBJECTIVE:

"Meet Tom Hagen at the Falconite Social Club in Little Italy."

Part 7: Freelancing

OPTIONAL

You may now continue infiltrating all the major rackets, warehouses, compounds, and other freelancing opportunities. However, this isn't the wisest opportunity, as you're sure Tom may have a career-advancing opportunity at the Falconite Club. Continue your ruling of the city after this meeting, if at all possible.

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Keeping It in the Family 3: Act 2 Freelancing

OPTIONAL

Encounters



Note The following information is purely optional and can be attempted at any point during your adventure. You can elect to attempt fewer, the same, or more freelance opportunities than what are presented here. The information below could be seen as the *optimal* amount of freelance extortion you should attempt before you begin “Act 3: The Soldier,” but this is only guidance; you can attempt anything, in any order! Find specific locations for safes, extortion tactics for businesses and rackets, a detailed map showing freelance opportunities, and detailed takedown information in the “Tour of the City” section.



WHEN TO FREELANCE

Attempt to freelance between the following missions (at any other time, it is preferable to continue with the next mission):

OPPORTUNITY	AFTER	BEFORE
8	Ceremony 2: Family and Friends	Mission 10: Death to the Traitor
9	Mission 10: Death to the Traitor	Mission 11: Friends and Enemies
10	Mission 11: Friends and Enemies	Mission 12: Horseplay
11	Mission 13: The Love Nest	Mission 14: A Recipe for Revenge
12	Mission 14: A Recipe for Revenge	Ceremony 3: The Initiation*

* At this time, it's preferable to receive your promotion first

Tip Important! After Mission 10, you receive a free safehouse in the middle of Brooklyn. This helps you tackle the remaining businesses in this borough instead of purchasing a place here. Because of this, attempt most of your freelancing after Mission 10.



Tip You should already have completed all the freelance tasks listed in the Act 1 chapter entitled “Keeping It in the Family 2: Act 1 Freelancing” before starting on these ventures.



PART 1: BUSINESSES AND RACKETS

The overall goal during this act is to rule the entire eastern side of town (the borough of Brooklyn) before you meet the Don again in Ceremony 3. Use Paulie's apartment as base camp, and tackle all the businesses and rackets. You should already have taken the Very Easy and Easy options;

now with an upgraded weapon, try the Medium, Hard, and Very Hard ones. After that, claim both warehouses (one Tattaglia, one Barzini), and defeat the Tattaglia Compound. Tackle them in the order listed here, and in Parts 7 and 8.

You should now have enough funds to cross the river to the neighborhood of New Jersey, and establish a foothold (and buy a safehouse) there. Tackle the Easy, and Medium difficulty venues before this act is over. There are no Very Easy venues in New Jersey. Set your sights on bringing down the Stracci Family.

Save after each successful extortion, and don't forget to check for a racket in the back room of each. Select any or all from the following (which are presented in order of difficulty):

Caution The greater the difficulty of the businesses and rackets, the more respect, skill points, and weapons you'll need to complete the task.



BUSINESSES TO EXTORT: MEDIUM (BROOKLYN)

VITAL

SICILIAN GOODS: ID 294, X 15

BUSINESSES TO EXTORT: HARD (BROOKLYN)

VITAL

ST. SEBASTIAN HOTEL: ID 255, W 15
THE AMBASSADOR HOTEL: ID 069, W 16
LIBERTO'S: ID 308, W 15
WRIGHT WRONSKY'S: ID 313, X 16

BUSINESSES TO EXTORT: VERY HARD (BROOKLYN)

USEFUL

Café VITALES: ID 236, X 16

BUSINESSES TO EXTORT: EASY (NEW JERSEY)

VITAL

VELVETEEN'S: ID 072, D 10

BUSINESSES TO EXTORT: MEDIUM (NEW JERSEY)

VITAL

BORIS AMCHINI'S BARBERSHOP: ID 385, B 12

ARNOLD'S FAMOUS 47: ID 242, D 10

SICILIAN GOODS: ID 447, C/D 12

JOEY'S BAKED GOODS: ID 309, C 10

THE HIGHWAY HOTEL: ID 260, D 9

PART 2: RACKET TRUCKS

USEFUL Snag swag and information from racket trucks when you're about to start a mission or extort a business, and the opportunity presents itself. Continue the hijacking, which also reveals the city's many rackets. Stop a truck at a junction, shoot the engine or windshield, defeat the gangsters, talk to the driver, and flee to a safehouse. Another excellent plan is to follow a truck and stop it outside a business you own; then Corleone mobsters help you with the attack!

PART 3: BANKS

WILLIAMSBURG BANK (BROOKLYN): ID 025, W 15

NEW JERSEY NATIONAL BANK (NEW JERSEY): ID 029, C 10

USEFUL Purchasing the St. Sebastian Hotel's safehouse room (ID 255) allows easier access to the majority of Brooklyn, but you'll need to heist the Williamsburg Bank four times to replenish the money it costs. This is still advisable in order to complete the campaign thoroughly, but there are better returns on your money.

The New Jersey National Bank is an excellent way to accrue a sizeable amount of money easily, especially if your base of operations is the Lamplight Rooms (ID 423). This safehouse is only \$10,000 more than the bank heist take, so you'll make your money back easily.

PART 4: SAFES

VITAL Every venue, including the warehouses and transport hubs, need their safes cracked. This lets you make even more money and respect for each business you take over, and it doesn't jeopardize the payment your shakedowns earn you and the Family.

PART 5: CONTRACT HITS

VITAL Once Mission 11 is over, The Trojan beckons you over for another three hits across town. One of them takes place in New Jersey, giving you the perfect opportunity to

buy the Lamplight Rooms (ID 423) and begin to tackle this area afterward. Try to have all of Tessio's previous hits, and the Trojan's three, complete before the end of this act.

PART 6: BRIBING THE POLICE

BROOKLYN PRECINCT POLICE STATION: ID 013, X 16

USEFUL If you need to lose some heat, the police station in Brooklyn is easy to reach if you own the St. Sebastian Hotel safehouse (ID 255). Otherwise, talk to the police chief on your way to or from a job, assuming your heat isn't too high.

NEW JERSEY STATE POLICE STATION: ID 021, D 10

The New Jersey police station is easily accessible from the Lamplight Rooms about three blocks away. Bring down your heat before you attempt a new job or a bank robbery. The cash expenditure is worth it. Ignore those beat cops and bribe the big fish!

PART 7: WAREHOUSES AND TRANSPORT HUBS

WAREHOUSES AND HUBS TO EXTORT: (BROOKLYN)

VITAL

TATTAGLIA HUB: ID 093, W 14

SANT'ELIA WAREHOUSE: ID 441, V 15

Attack the warehouses and transport hubs in the order they are listed. You may wish to leave the Barzini warehouse until after Mission 16, as it is brimming with competent hit men. Be sure you know the location of a Tattaglia or Barzini business to bomb, or an FBI agent to bribe. You'll break the back of the Tattaglias, perhaps starting another mob war, and you may offend the Barzini's too; be careful of them!

PART 8: RIVAL FAMILY COMPOUNDS

TATTAGLIA COMPOUND: "THE CITADEL": ID 032, Z 14

VITAL The Tattaglia Compound, known colloquially as "The Citadel," is in northeastern Brooklyn. Tool up with an upgraded weapon, extra health points for during the assault, and one bomb. Your task is to attack both of the houses, and lay a bomb in the basement of each, picking up a second bomb from the Tattaglia's stash. The previous chapter has tactics on accomplishing this. Once you take it over, you can return here to use it as a safehouse and to plunder the cellar's ammunition dumps.

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PART 9: WEAPON PURCHASES AND UPGRADES

USEFUL By now you should have already purchased the assassin's pistol and used it in numerous missions. Before Act 3, cultivate your cash. You need to save up for the most impressive weapon of all: the **Dillinger**. It costs \$500,000, so it's going to take some time, but the final missions, and the remaining freelancing, go all the better with something truly outstanding in the armaments department. Check the Act 3 freelancing section ("Keeping It in the Family 4") for advice on this hand cannon.

PART 10: SAFEHOUSES

ST. SEBASTIAN HOTEL: ID 255, W 15
LAMPLIGHT ROOMS: ID 423, C 9

VITAL Purchase the **Lamplight Rooms** in New Jersey as soon as you attempt to take over this area. It is owned by the Corleones, so there's no battling to take this venue. Instead, only cold hard cash will do. As long as you have \$10,000 and a stick of dynamite, you could heist the bank (ID 029) down the road, flee to this place, and purchase it with your robbery money, gaining a safe place to lie low!

PART 11: MOBFACE CLOTHING

VITAL Your flashy get-up elicits more than just a series of flattering (and slightly unnerved) responses from the general public; it's a **reasonably cheap** way to add respect points while looking good in the process. **\$179,400 buys you everything** and gives you **56,130 respect points**. Try to have five or six complete outfits.

PART 12: FBI/G-MEN

ST. ANNE'S: ID 038, X 15
ST. GEORGE'S CHURCH: ID 042, B/C 10

VITAL You will start a mob war if you're systematically dismantling the Tattaglia empire (which you should be doing). If a mob war begins, torch a Tattaglia business. This is difficult if you've removed them from the extortion rackets across town! **Seek out this church**, and run into the basement to find Brooklyn's only G-Man on the take.

Over in New Jersey, the only FBI agent hiding out is **also in a church**, on the western side of town, just to one side of the main park. If you're infuriating the Straccis, this is a good place to head if a mob war with another Family begins.

PART 13: STOLEN SHIPMENTS

USEFUL There's one stolen shipment in Brooklyn, and fortunately, it is in the **crate-filled outdoor storage yard** over at W 18, off Furman and Vine Streets, where the black market merchant is selling the assassin's pistol. Locate the package at the same time you purchase the pistol.

There are three stolen shipments in New Jersey (if you include the two in the Tunnels linking it to Hell's Kitchen and Little Italy), but the main one is in the **rail yard** accessible from the south, northwest, or north portions of **Garden Parkway Viaduct**. Locate it along with the film reels dotted around this area.

PART 14: FAMILY FIGHTS AND EXECUTIONS

REASONABLE There's only one spot where an attack between rival Families occurs: in the **New Jersey Park**, between 4th and 5th Streets. The attack occurs **near the two black market merchants** plying their trade here. If you require a shotgun upgrade or a tommy gun, meet the merchant during the day to lessen the chances of stepping into this fracas...unless you're anxious to slay more mobsters. Also check out one execution location, a fight between gangsters, and a bum on the east part of the rail yard (see "Tour of the City" for details).

PART 15: AMBUSHES

REASONABLE There are three ambush areas in New Jersey, and as always, each is near a black market merchant. Purchase goods from them **during the day** to minimize your ambush chances. Locations of all the ambushes are shown in "Tour of the City."

PART 16: FILM REELS

VITAL With 17 film reels in Brooklyn and 16 in New Jersey, if you find all of them, you can add **33,000 respect points easily**, if not quickly. However, by the end of Act 2, you should have gathered at least **70–80 percent** of all the film reels. Do you have more? Even better! The locations are shown in "Tour of the City," and in the back of the book.

PART 17: EXECUTION STYLES

VITAL Facing an opponent and not only dispatching him, but defeating him with a **wildly entertaining** (and usually gruesome) execution is an excellent way to gain respect. **Check your rap sheet** during this time, and cross-reference the executions you haven't managed to those listed in "Training" and the back of the book. Then attempt all your remaining executions.

Part 4: Act 3

Ceremony 3: The Initiation

OVERVIEW: LITTLE ITALY

An audience with Don Vito Corleone himself is a rare occasion. For your services to the Family, the Corleones are about to welcome you into the fold. You are now officially a “made” man, a true brother with the rest of the Family, and you must swear an oath of undying loyalty. After the ceremony ends, you can mingle with the important Family members and catch up on the latest information regarding the Tattaglia mob war. Then comes a phone call from Frankie; she has a real surprise in store for you.

“I now invite you to be reborn as one of us. You are now one of our qualified men.”

—Don Vito Corleone



MISSION OBJECTIVES

1. Meet Tom Hagen at the Falconite Social Club in Little Italy.
2. Talk to Don Vito Corleone.
3. Meet Frankie at the Midtown apartment.

PLAYERS



TOM HAGEN - As the mob war with the Tattaglias grew out of control, Tom Hagen spent the last few months on damage control, calling friends at papers and printing stories about Captain McCluskey's corrupt nature. He's happy to be taking a break from such activities.



DON VITO CORLEONE - Looking a little frail, but much improved since your hospital visit, Don Vito Corleone performs the rebirth ceremony. This is one of the highest honors ever given to a Corleone Family member.



SALVATORE TESSIO - Salvatore is smoking like a chimney, watching the ceremony with a slight sense of pride. But he seems to be longing for something, and you can't quite make out what it is.



PETER CLEMENZA - Clemenza has spent the intervening months reorganizing his crew, and he's happy with their performance after the shake-up with Paulie Gatto. He is still a formidable force in the Family.



SONNY CORLEONE - Sonny has been the de facto Don in the wake of Vito's health crisis, but still takes advice from the real Godfather. Tom Hagen is worried Sonny's actions are becoming increasingly violent and erratic.

AREAS OF INTEREST

STARTING AND FINISHING POINT: ID 067. P 15. THE FALCONITE: CANAL STREET AND ALLEYWAY OFF MULBERRY STREET.



The site of many parties, wakes, and ceremonies in the past, the Falconite is a venue you'll hold close to your heart for years to come as the site of your rebirth as a Corleone made man.

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Tom Hagen



Don Vito Corleone



Salvatore Tessio



Peter Clemenza



Sonny Corleone

Apparel

"A MADE MAN"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Open w/Vest and Tie	\$10,200	3,190	2/4	1/12
Vest	Purchased with Coat	—	—	2/4	3/12
Dress Shirt	Purchased with Coat	—	—	1/3	4/12
Tie	Purchased with Coat	—	—	1/9	16/17
Pants	Dress Pants w/Belt	\$1,200	375	2/4	1/12
Shoes	Dress Shoes	\$0	0	—	2/6
Total		\$11,400	3,565		

Note As a mark of respect, the outfits worn for the remainder of this campaign will feature the dominant Corleone color, black.



PART 1: MADE IN NEW YORK

OBJECTIVE:

"Meet Tom Hagen at the Falconite Social Club in Little Italy" continues!



Head out of the first safehouse you ever owned after optionally smartening yourself up for a formal meeting. Head across to the Falconite club.

Step through and talk to Tom in the foyer.

OBJECTIVE:

"Talk to Don Vito Corleone."

The Don is waiting for you in the main area of the Falconite. Open the double doors to your left, and follow Tom Hagen inside.



Don Vito Corleone begins the ceremony: "There is nothing more important to a man than his Family..." he whispers. He is still weak from the attempt on his life.



"I now invite you to be reborn as one of us. You are now one of our qualified men." The Don kisses you on each cheek. "Please introduce yourself to your brothers," he says as the Family cheers. Sonny lifts you up in a bear hug.

PROMOTION:

CONGRATULATIONS ON YOUR PROMOTION TO SOLDIER! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED FIVE PERCENT. YOU ARE ALSO OFFICIALLY A "MADE" MAN.

PART 2: THE PHONE CALL



Move about the Falconite club, chatting with various Corleone members to learn about recent happenings.

When you're done talking, head back out into the foyer. Pick up the phone. It's Frankie. Swing by the house to see her.

Tip

Remember that you can descend into the basement and rearm yourself with ammunition for a variety of weapons before you leave.



Head outside, and optionally cross the street to talk to an advisor.

OBJECTIVE:

"Meet Frankie at the Midtown apartment."

Part 3: Freelance Ops

OPTIONAL

This is another time to continue your domination over the five different territories. However, there is a **prime opportunity** prior to Mission 18 where most of your work can be done. Consult the chapter "Keeping It in the Family 4" at the end of this act for further information.

Mission 15: Now It's Personal



OVERVIEW: MIDTOWN, LITTLE ITALY, AND BROOKLYN

It was supposed to be the perfect end to a perfect day: An initiation as a soldier in the Corleone Family, followed by a rendezvous with your girl. Your plans are ruined by the arrival of a Tattaglia hit squad, still intent on slaughtering Corleone members. Now innocents are getting involved, as Frankie is hauled away before you can stop them. Wading through hit men on a search for a capo with information on her whereabouts, you find Monk. And after dealing with her furious brother, you track Frankie to a church in Brooklyn. Here, it seems, are an entire compound's worth of Tattaglia men. Then you begin a valiant attempt at battling through into the church. Surely you'll arrive in time to save Frankie, won't you?

"Why didn't you come? Don't let go..."

—Frances "Frankie" Malone



MISSION OBJECTIVES

1. Meet Frankie at the Midtown apartment.
2. Protect Frankie and kill the attackers.
3. Interrogate the capo to find out where they took Frankie.
4. Drive the Corleone car to meet up with Monk.
5. Get to St. Michael's church in Brooklyn.
6. Find Frankie.
7. Get to Stromboli's in Hell's Kitchen.

PLAYERS



FRANCES "FRANKIE" MALONE - Frankie has been spending the entire day readying herself for tonight's festivities.



TATTAGLIA CAPO - An old and grizzled specimen with a hard heart, this capo didn't get where he is today without crushing a few upstarts. He may well have met his match on this occasion, however.



MONK MALONE - When Monk gets wind of Frankie's kidnapping, it is difficult to tell whether he's directing his anger at you for failing to watch over her, or at the entire world. Either way, he intends to use his rapid-fire weaponry to settle the score.

AREAS OF INTEREST

STARTING POINT: ID 422. O 6. CHATEAU LEIVE:
34TH STREET AND MADISON COURT.



Your apartment is starting to come together with a woman's touch. You can't wait to relax and spend some time with Frankie here.

FINISHING POINT: ID 113. W 16. ST. MICHAEL ARCHANGEL
CHURCH: MAIN STREET AND CHURCH STREET.



Deep in Tattaglia territory, this old church was closed in 1942, and remains derelict to this day. The Tattaglias are known to have used this place to take hostages, or perform other, even less savory acts.

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Frances
Malone



Tattaglia
Capo



Monk
Malone

Apparel

"FRANKIE'S FELLA"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Dress Shirt	w/Suspenders and Tie	\$3,000	940	1/3	9/12
Tie	Purchased with Shirt	—	—	5/9	14/17
Pants	Dress Pants	\$1,080	340	4/4	1/12
Shoes	Oxfords	\$420	135	—	3/6
Total		\$4,500	1,415		

PART 1: FRANKIE'S FATE IS SEALED

OBJECTIVE:

"Meet Frankie at the Midtown apartment" continues!

The evening has degenerated into a fight for Frankie's life. A Tattaglia hit squad steals Frankie away from you, and hightails it southward. You need to fight through the hit men, torture the capo responsible for this outrage, and rescue her!



Pull up to the entrance of the Chateau Leive, step out of your vehicle, and enter through the front doors.

The elevator is out of order. How strange. Take the stairs to the right, one floor up. Stride through to the entrance.



You take the keys from your pocket and open the apartment door. You can hear Frankie is inside. Frankie is wearing a low-cut dress she's almost squeezed into.

Your smooching is halted by an entire squad of Tattaglia hit men storming the hotel! "Christ, they're after me! Get out of here!" you shout to Frankie.

OBJECTIVE:

"Protect Frankie and kill the attackers."



Deal with the Tattaglia assailants. There are four goons to defeat, and the capo. Take a defensive position in the room, near this low wall for example.

Next, head out of your apartment and down the stairs. Expect another enemy on the way down the stairs, and one in the foyer, if you're rushing to exit the building.

OBJECTIVE:

"Interrogate the capo to find out where they took Frankie."

Depending on your speed, the capo is in one of two areas:



Upstairs: If you took your time killing the initial wave of Tattaglia goons, the capo heads upstairs. Find him on the stairs or in the adjacent apartment.

Downstairs: If you cleared the area and the stairs quickly, he is hiding in the office to the right, behind the phone, near the innocent hotel workers.

THE INTERROGATION



Contain your fury until he's squealed Frankie's location. Target him to check his pressure meter. If it's low, try some quick punches.

"Okay, she's at the old church!" the capo reveals, followed by, "Say a prayer for me as you watch her die!"

That was uncalled for; dispose of the capo in a particularly violent manner. Then head directly to the phone.

MISSION 15: NOW IT'S PERSONAL

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 2: BROOKLYN, AND STEP ON IT!

Your next task is to pick up Monk. Drive to his location, and then drive as quickly as possible to Brooklyn to rescue her. Monk is ready with a tommy gun to waylay any Tattaglia pursuers on the way. Be quick about it!

OBJECTIVE:

"Drive the Corleone car to meet up with Monk."



You pick up the phone and inform Monk. Monk explodes with rage, "I'm at 40th and Lexington! Hurry!" You heard the man, head outside and turn right, picking up the Corleone car. Here's how to find Monk:

PLAN 1: A MADCAP DASH TO MONK

RECOMMENDED



Drive to Monk's location along this optimal route. Turn left onto 34th Street. Speed left up Park Avenue and 4th Avenue.

Abruptly turn right onto 40th Street, watching for traffic. Monk is waiting at the intersection one block east.

PLAN 2: A MADCAP PREAMBLE TO MONK

OPTIONAL



The second route follows regular streets; it's slower but less crowded. Get and stay on 34th Street. Cross Park Avenue and 4th Avenue and make a sharp left skid one block east.



You're on Lexington, and Monk's rendezvous point is two blocks north of you.



Monk is running toward the intersection, gasping for breath. You stop at the junction, and Monk runs around to the driver's door, wrenching it open. Enraged, he pulls you from the car and slams you against it.

You explain, "There were too many of them. We'll get her back, Monk!" You quickly gesture Monk to the passenger side. "She's not part of this, for God's sakes!" Monk is rocking in his seat as you speed away. "She'll make it!" you reply.

OBJECTIVE:

"Get to St. Michael's church in Brooklyn."

Now comes a dash to Brooklyn, with three Tattaglia vehicles attacking, one after the other.



Tip

If you deal with them early, they won't harm you later, but you can also outmaneuver them. Use the techniques you mastered when you took Michael to the docks in Mission 14: ramming, sideswiping, or letting Monk destroy the vehicles or occupants with machine-gun fire. Now put your foot down!



There is one optimal route: accelerate south down Lexington, and skid right onto 34th by the funeral directors. Make a mental note of this location; you'll be coming here later... hopefully not in a box.

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Monk
Malone



Frances
Malone



Optionally, stop here and let Monk shoot the enemy vehicle until it explodes, or the gunner is dead.

Head east and screech into the Midtown tunnel, on either side. Ram the Tattaglia roadblock if one appears, staying to one side. Follow 4th Avenue all the way down to Union Square, ignoring all enemy attempts to thwart your progress.



Bear left as the road becomes Bowery Street. Violently turn left onto Canal Street. Accelerate up and over the Manhattan Bridge, taking it all the way to Brooklyn. Stay on the right.



Before the toll booths, make a very sharp turn right, onto Tiffany Lane. Predict this turn early so you don't overshoot it! Make a hard right onto Dock Street.

The St. Michael Archangel Church is at the end of Dock Street, on your left. Ditch the car at the entrance.

PART 3: KILLERS IN THE CRYPT

OBJECTIVE:
"Find Frankie."



You both leap out of the car, and Monk has a plan, and he points to the side path leading to the crypt. The front entrance and side entrance by the graveyard are both firmly secured.



Bring out your favored weapon for close combat with multiple opponents (an upgraded pistol is the best choice, but a tommy gun or shotgun is good too), and descend the steps.

Caution

During this crypt assault, Monk wades in with his machine gun blazing if you take too long, so long-range sniping becomes more difficult. Instead, constantly push forward, but check all the hidden positions in the crypt for enemies.



Enter the crypt, use wall cover on the right, shuffle to the far end, and target the goon trying to ambush you. Let rip!

Turn the corner, and again to face the main crypt entrance. There may be a thug waiting at this entrance. Not for long!



Use wall cover and peer around the left side of the entrance. There are enemies behind most coffins inside the crypt, and in the corridor at the far end. Here are some plans to try:

PLAN 1: MONK WADES IN LIKE A MANIAC

OPTIONAL

You can follow Monk into the chamber, staying hidden and offering covering fire as he destroys most of the Tattaglias. But aren't you supposed to be helping?

Monk does draw the enemy fire so you can watch where they pop up, then target and dispatch them.



MISSION 15: NOW IT'S PERSONAL

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PLAN 2: JUST POPPING OUT FOR A WHILE

RECOMMENDED



The best strategy is to leave Monk to his own devices, and begin a systematic takedown of threats, beginning in the crypt. The easiest first target is **behind the right coffin**. Then step into the crypt and **hide in front of the right coffin**; target the foe in the far right corner. Drop him before he cuts you down from behind.

Maneuver around the **right side of the coffin now**. All your enemies are in front, allowing you to target those coming in, or those behind cover on the crypt's left side.

Stay behind cover and **pop out to shoot the foes**, then duck back down. Stay behind this coffin and begin to tackle the foes in the alcoves along the far corridor.



Use the left and right sides of the corridor wall as cover, and when a foe refuses to come out, **maneuver into the corridor and drop him with a head shot**.

Secure the left alcove and use it as wall cover. It is perfect for aiming at the final foes at the far end. Aim and drop them with shots to the head.

PLAN 3: WHAT NOT TO DO

NOT RECOMMENDED



Following Monk's plan of simply shrugging off bullets is an unwise plan, as **you're attacked from multiple angles**. Stay in cover. Don't overreach your targets and step out of a safe area!

One would think lobbing dynamite into a crypt would do the job, but the Tattaglias aren't stupid; **they retreat down to the far end**, while you get wounded in the blast. The uneven surface makes Molotovs just as difficult for you, too!



When the final Tattaglia goon has gasped his last breath, **move up the steps to the church door**. Be careful as you round the corner, in case one more foe is in the stairwell.



You can hear Frankie's voice faintly, as you burst through into the church. Monk lifts an entire pew out of the way. "Frankie?" The place seems deserted. No, wait. Frankie appears through a door. "Ah there you are." Your sense of relief is palpable.



"Why didn't you come?" she asks faintly. You cup her head with your hand. It feels wet. "Don't let go..." Her voice trails off.

There's blood on your hands. Frankie's blood. Frankie's neck falls back. "Frankie!" screams Monk, tossing a pedestal clear across the hall. He breaks down. Frankie is dead.



Frances Malone is no more. Monk is kneeling beside her body. "Please, just leave us alone. I need to say good-bye." There is nothing you can do. **Exit the church via the front doors**.

Caution

It seems you could not save Frankie, no matter how quick you reached this place, or how fast you fought through the crypt. Make sure those responsible for her death pay with a lingering death!



Outside, a Corleone advisor waits for you. **Head to Hell's Kitchen** when you've composed yourself.



OBJECTIVE:

"Get to Stromboli's in Hell's Kitchen."

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Mission 16: The Silent Witness

OVERVIEW: HELL'S KITCHEN AND MIDTOWN

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Sonny
Corleone



Tattaglia
Capo

Sonny needs a man he can trust, a brother who can act as his right hand, and now's your chance to prove it. After driving to a disused store, a front for the Corleones' more nefarious activities, you meet Sonny and extract some answers from a Tattaglia capo about the location of Bruno Tattaglia himself. The boss needs a little softening up, and you're the man with the hard fists. Then Sonny orders the hit himself. Race across town to the Tattaglia's own undertakers, and with the still-warm body of the capo in a waiting casket, you must assault the premises. Once the henchmen are slain, descend into the crematorium where the bodies are prepared, and pay Bruno Tattaglia back for his atrocities.

"I was waitin' for you to become my right arm, so we can kill these dirty rat bastards..."

—Sonny Corleone



MISSION OBJECTIVES

1. Get to Stromboli's in Hell's Kitchen.
2. Talk to Sonny.
3. Interrogate the Tattaglia capo.
4. Drive to the funeral home in Midtown.
5. Whack Bruno Tattaglia—throw him into the oven.
6. Meet Sonny at the Corleone Compound.

PLAYERS



SONNY CORLEONE - Sonny's schemes may have a chaotic nature to them, but he plans for most eventualities, and he has concocted a scheme to bring Bruno Tattaglia out of hiding. Then it's up to you to strike back for the murder of Frances Malone.



TATTAGLIA CAPO - He is a proud man, and one who could have been an asset to the Corleones, were it not for his loyalty to the hated Tattaglias. His fate is sealed; it matters not if he squeals. He is a pawn in Sonny's schemes.



BRUNO TATTAGLIA - You've been gunning for Bruno, the son of crime boss Philip Tattaglia, ever since he helped murder Luca Brasi back in your early days. Now he's responsible for Frankie's death, and he must be killed.

AREAS OF INTEREST

STARTING POINT: ID 271. 1 5. **STROMBOLI'S SUPPLIES:** GALVIN STREET AND 11TH AVENUE.



This venue used to deal in circus supplies and was constantly receiving deliveries from the nearby rail yards. It is currently used as a hideaway and a place of interrogation by the Corleone Family.

MISSION 16: THE SILENT WITNESS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

FINISHING POINT: ID 273. P 6. TITO MORELLI'S:
34TH STREET AND LEXINGTON AVENUE.



Tito Morelli handles all the dead Tattaglias, and he's preparing something special after the recent death of a Tattaglia capo. This rival Family always uses Morelli's; business is brisk.

Apparel

"A GRAY DAY"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	2/12
Dress Shirt	Purchased with Coat	—	—	1/3	8/12
Tie	Purchased with Coat	—	—	1/9	2/17
Pants	Dress Pants w/Belt	\$1,200	375	1/4	2/12
Shoes	Wing Tips	\$720	225	1/6	
Hat	Fedora—Wide Brim	\$900	285	1/2	2/10
Glasses	Sunglasses	\$600	190	7/8	
Total		\$15,420	4,825		

PART 1: STRONG-ARMING AT STROMBOLI'S

OBJECTIVE:

"Get to Stromboli's in Hell's Kitchen" continues!



Assuming you're driving in from a local safehouse in Hell's Kitchen (the most proficient plan), head west, and make a tight left turn onto 11th Avenue.

Stromboli's is around the corner to the right, on Galvin Street. The lights are on, but nobody's home in the store. Pull in to the alleyway on the right, before the store.

OBJECTIVE: "Talk to Sonny."



Step out of your vehicle, and head down the alley. Open the door on your left; this is the only way in.

Walk into the main warehouse area. Turn right, and the floor is littered with the bodies of Tattaglia goons. It looks like Sonny's been busy. "Hey! I'm up here!" Turn and look up; that's Sonny's voice. Ascend the steps and across the gantry to Sonny's location. It looks like he has a little job for you.



Talk to Sonny, and he gestures to the office adjacent to you. "C'mon, we're gonna have a few laughs. We need some work done, capiche?" Step through into the office.

OBJECTIVE:

"Interrogate the Tattaglia capo."



You enter the upstairs office, and see a Tattaglia "guest." Your task is to make him sing. "I'll talk." That's a good start. "To Sonny. I ain't sayin' shit to you!" It's time to persuade him.

You can Pick up one of the two lead pipes on the crates and use it to strike the Tattaglia goon in the face. Quick whacks are needed; don't go crazy with the power attacks!

Or you can target him (don't grab as he pushes you away) and pummel him with quick punches until he drops to his knees.

Once the capo's pressure reaches through to red, your interrogation yields unexpected results.



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Sonny
Corleone



Tattaglia
Capo



Bruno
Tattaglia

LAST EXIT FOR THE CAPO



Blood squirts from the capo's nose as you continue to strike him about the head and body. Sonny appears and lifts the capo to his feet. "Let's get you cleaned up," he tells him. All three of you walk out to a warehouse door, even though the capo still hasn't told you anything.

"You're my key in the door!" he tells the capo, who barks back in confusion before being shoved through the door. It leads to a three-story drop. As the capo lands with a sickening thud, Sonny turns your way. "The Tattaglias are gonna cremate that son-of-a-bitch at his funeral. Bruno will be there."

PART 2: A VIOLENT UNDERTAKING

OBJECTIVE:

"Drive to the funeral home in Midtown."



Sonny's plan all along wasn't to extract information from the capo, but to use his dead body to group key members of the Tattaglia Family in one area, ready for you to slaughter them.

Head out of Stromboli's using one of two exits: the double doors on the platform at the base of the stairs, which leads to the empty shop and street entrance, or retrace your steps around to the alley. Step out into the street and secure a vehicle. Check your map; the funeral home is in Midtown.



Tip Before you leave, don't forget to stock up on ammunition at the office or your nearest safehouse. You'll need it!



Park in front of the undertaker's.

OBJECTIVE:

"Whack Bruno Tattaglia—throw him into the oven."

Once you're out of the vehicle, hide behind the nearest parked car, and begin your assault on Tito Morelli's funeral emporium. There are two ways to reach the basement crematorium:

PLAN 1: UP THE FRONT

OPTIONAL

Note

Depending on your vendetta status with the Tattaglias, they may not attack you if you don't produce a gun. Don't make the mistake of entering the funeral director's without a weapon at the ready; they attack as soon as you step through the threshold.



Bring out your preferred piece of killing ordnance, and duck behind cover: **Your parked car or the hearse.**

Start shooting! Aim at heads, and bring down Tattaglia-suited goons; there are two on the streets. As soon as combat starts, the main door swings open.

Stand in the street, and move left and right, looking at the door in free aim mode. Pick out any Tattaglia goons standing at the doorway, or inside the foyer, and waste them!

When you've defeated three or so guards, head up the steps and into the undertaker's building. Pivot left and right, and check both doorways; bring down anyone you find.



The viewing room is to the right. Step in there. You usually don't find any foes, and it's a good place to hide. Use wall cover, and peer through the left door. Step through, and tackle any foes you see.

Once through the left door from the foyer, watch for a foe on the left, inside the office; he can really inflict harm. Blast him, then check the coffin room leading to the garage. Blast anyone in brown! Then check the garage in case one final foe lurks there.

MISSION 16: THE SILENT WITNESS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PLAN 2: ROUND THE BACK

RECOMMENDED



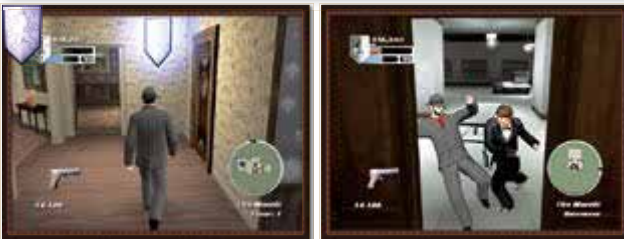
Heading through the side entrance to the left of the building allows you to defeat foes **without being caught in any crossfire**. Begin by using the hearse as cover, blasting the two goons on the street.

Creep around the left side of the building, into the garage. There's a thug waiting by the **near right corner**, near steps to the coffin room. Tag him!



Now move toward the steps, and ready your weapon. **Expect two thugs to investigate the gunfire**. Shoot them. Continue to shoot from the coffin room until all foes are slain.

PART 3: BURNING BRUNO



When you have defeated all the foes on this floor, a "door unlocked" sign appears. **Move to the elevator, right of the office**. Check your health first; there's a bottle to swig in the office and the foyer, both on a table.

Walk out of the elevator in the basement crematorium, and **straight into a right cross punch from Bruno Tattaglia** that sends you flying. Pick yourself up, head directly to one of the **jutting walls in front of you**, and peer into the body preparation room ahead. Bruno has ducked behind a coffin. Ignore him for the moment.



Defeat the two henchmen with rapid-fire weapons first. **Dash between the two wall cover spots**, line up with head shots, and blast them both.



Now for Bruno. He's got a big gun, and a bigger mouth. Don't step out or hide behind the gurney, you'll be cut apart with gunfire. You can wait until Bruno fires off a few rounds, and then rush him. You will be wounded during the dash.

A better plan is to wait for him to edge forward from the coffin. Line up a **kneecapping from cover**, step out, and blast him. He falls to his knees. Now run in and grab him.



Don't beat him to a pulp or bludgeon him to death; you have a **special execution planned** to complete this mission. Grab him, and wrestle him back to the cremation furnace; there's one either side.

Much in the same way you cooked Leon Grossi (in A Trojan Hit, which you should have already completed), you can **lean Tattaglia over the furnace and flip him over**, or swing him toward the fire and let go.

Tip Your mission is over. Bruno Tattaglia is no more. When you wish to continue the campaign, head over to a phone at a friendly establishment or safehouse, and answer it. Sonny wants to see you.



OBJECTIVE:

"Meet Sonny at the Corleone Compound."

Part 3: Finishing Your Freelancing

OPTIONAL

Now is an excellent time to complete your domination of all the Family-owned operations in New York and its surrounding areas. Check the "Keeping It in the Family" section at the end of this act for further information, but be sure you start Mission 18 with a weapon such as the Derringer (the upgraded tommy gun for \$500,000), and with most of the city belonging to the Corleones.

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Mission 17, Rendezvous 5: It's a Jungle out There



Encounters



Sonny Corleone



Jaggy Jovino



Peter Clemenza

OVERVIEW: LITTLE ITALY

Mission 17, Rendezvous 5, doesn't unlock immediately after Mission 16. After killing Bruno, you are left to explore Midtown at your leisure. After five minutes, a phone call reminds you to meet Sonny at the compound, which starts in Mission 17.

A simple rendezvous requiring little preparation, this meeting with Sonny Corleone nevertheless sets up the fate of the Family for months to come. Jaggy Jovino is meeting with Sonny, who is telling him much about his plans (thankfully, Jovino is certain to be beyond reproach), while Peter Clemenza has arrived to flag you down; he has a series of smaller jobs that might interest a man of your...caliber.

"Ya don't wanna come, I ain't gonna invite ya to a whole lotta dinners, ya understand?"

—Sonny Corleone



PETER CLEMENZA - After you helped his crew in earlier activities that required a cool head and a steady trigger finger, Clemenza is finally ready to request your help on personal business—some of it not sanctioned by the Corleones.

AREAS OF INTEREST

STARTING AND FINISHING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



A quick visit to this familiar haunt is all that's needed to receive the latest information on the gathering storm that is Sonny's personal vendetta against those who have slighted him.

MISSION OBJECTIVES

1. Meet Sonny at the Corleone Compound.
2. Eliminate the Tattaglia Family—bomb their compound in Brooklyn.
3. Eliminate Bobby Marcolini.

PLAYERS



SONNY CORLEONE - Formulating a violent plan of retribution, Sonny needs you to be ready for the conflict to come. He is now preparing to visit his mistress, Lucy Mancini, at her Midtown apartment.



JAGGY JOVINO - Jaggy maintains a good working relationship and jovial attitude with Sonny, even as the Corleone Family goes to war. Jaggy almost seems too happy, considering the circumstances.

Apparel

"LOUIS CYPHER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Open w/Vest and Tie	\$10,200	3,190	2/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	12/12
Vest	Purchased with Coat	—	—	1/4	1/12
Tie	Purchased with Coat	—	—	1/9	15/17
Pants	Dress Pants w/Belt	\$1,200	375	1/4	1/12
Shoes	Wing Tips	\$720	225	—	1/6
Glasses	Wire-Frames	\$300	95	—	1/8
Total		\$12,420	3,885		

MISSION 17, RENDEZVOUS 5: IT'S A JUNGLE OUT THERE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 1: WAR PREPARATION

OBJECTIVE:

"Meet Sonny at the Corleone Compound" continues!



When your rampage through the city has abated, and you've completed as many freelance opportunities as you wish, drive to the Corleone Compound.

Park by the farther of the two buildings, and exit your vehicle. Stride to the front door, and let yourself in. Sonny and Jaggy are in the waiting room to your right.



Speak to Jaggy first: "Afraid of a little work?" he asks. He then tells you about the benefits of **crushing an enemy compound**. However, you must be prepared. "You'll need to be heavily armed," he tells you.

OBJECTIVE:

"Eliminate the Tattaglia Family—bomb their compound in Brooklyn."

Note It is advisable to complete Jaggy's objective before continuing (in fact, it is optimal to have finished this task earlier). Head to the compound in Brooklyn, destroy it by planting a bomb in both basements, and return here. Tactics on completing this task are detailed in "Tour of the City."



When you're done with Jaggy (you can also talk to him about vendetta levels), greet Sonny in the waiting room. He has business with you:



"Listen up," Sonny says, with a handshake, "we need some work done. Sollozzo's dead. Bruno Tattaglia's dead. But still they keep attacking us."

Sonny has a hunch. "They must have, you know, some secrets from us. Run by Lucy Mancini's apartment tomorrow," he says. You agree to be there.



Speak to him again, and he warns you if you're a no-show: "Ya don't wanna come, I ain't gonna invite ya to a whole lotta dinners, ya understand?"

Head outside onto the Corleone grounds. **Peter Clemenza is waiting on the pathway**. It seems he has a little business he needs you to take care of. So begin Clemenza's contract hits.



OBJECTIVE:

"Eliminate Bobby Marcolini."



After you agree to the hit, the target appears on your map, along with Lucy's place. Head to a safehouse, save your game, and choose to take on the hit, help Sonny, or continue with your freelancing.

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Hit 9: Bobby Marcolini

OVERVIEW: HELL'S KITCHEN LOOP AND LITTLE ITALY

Bobby Marcolini is a Cuneo soldier who killed one of Clemenza's friends. This hit is not sanctioned by the Corleones, so it must look like an accident—try throwing him off a roof or bridge.

"He mixed his personal affairs with business, and now one of my guys is dead. Make it look like an accident—no bullets in the body, kid."

—Peter Clemenza

Encounters



Peter Clemenza



Bobby Marcolini



Moose T. Gamille



MISSION OBJECTIVE

Eliminate Bobby Marcolini.

Apparel

"STONE KILLER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	3/12
Dress Shirt	Purchased with Coat	—	—	1/3	4/12
Tie	Purchased with Coat	—	—	1/9	5/17
Pants	Dress Pants	\$1,080	340	1/4	3/12
Shoes	Oxfords	\$420	135	—	3/6
Hat	Homburg	\$600	190	—	4/10
Glasses	Wire-Frames	\$300	95	—	8/8
Total		\$14,400	4,510		

Note This outfit was worn when dealing with the three hits.



Tip

This hit has been sanctioned by Peter Clemenza. It can be attempted any time after Mission 17, which is also the optimal time to attempt this hit (before you begin Mission 18: "Sonny's War").



PLAYERS



PETER CLEMENZA - Clemenza has a number of contracts that he can't trust others to handle: a mixture of personal vendettas and odd takedowns involving more deranged gangsters. He hopes you can handle these orders.



BOBBY MARCOLINI - Marcolini is one of the more ruthless members of the Cuneo crime Family, and his uncaring attitude has finally caught up with him. Worried about an attempt on his life, he has a number of bodyguards around him at all times.



MOOSE T. GAMILLE - The proprietor of the Global Trading Company (ID 282) over in Little Italy, Moose seems to have offended Marcolini. Perhaps it is his affiliation with the Tattaglia Family. Whatever the reason, he's being severely beaten.

AREAS OF INTEREST

HIT POINT: I/J 10/11. HELL'S KITCHEN INDUSTRIAL PARK: WEST SIDE HIGHWAY RAILWAY BRIDGE.



A known haunt of Marcolini's, this bridge spans the railway depot below and features steps to a platform in the middle of the structure. It's a perfect place to launch a foe!

HIT 9: BOBBY MARCOLINI

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

FINISHING POINT: ID 033. N 15/16. CORLEONE COMPOUND:
CORLEONE COURT AND WASHINGTON STREET.



The Corleone Compound is Clemenza's haunt for these three hits; he's waiting in the basement of the nearer mansion for you to arrive. Security is visibly tighter at this compound.

PART 1: CAN YOU FLY, BOBBY?

OBJECTIVE:

"Eliminate Bobby Marcolini" continues!

Caution

The bonus condition is to off Bobby Marcolini by throwing him from a bridge. Complete the task in this manner to receive a bonus.



You can approach the bridge from either direction (east or west). Usually, Marcolini and Moose are fighting on the northern side of the bridge, where the traffic runs east to west.

Choose a truck (as it absorbs more damage), and skid it to a halt so the driver's door is facing away from the action. Step out, onto the bridge, and deliver a killing blow to the first bodyguard.



Two bodyguards are on the road level. Use cover, crouch behind your truck, target them, and blast away. Step out and select the second target, and dispatch him, too.

Sometimes Marcolini is hiding in the stairwell below, but sometimes he is fighting with Moose. Moose is wearing a white shirt. He is an innocent and shouldn't be harmed if you can help it.



It's time to tackle the last bodyguard. He's attempting to ambush you at the base of the metal stairwell. Crouch and peer over so you can aim at his head. Then step forward and execute him.

Now for Bobby's impromptu flying lesson: If Bobby is under the bridge, head down to the gantry and grab him. If he is on the bridge, defeat the last bodyguard, then grab him.



Do not confuse Bobby and the Cuneo bodyguards. The guards wear red while Bobby sports a tan overcoat. If he's giving you problems, punch him a few times.

If you're on the road, drag him to the top of the stairs, and throw him down. Then grab him and swing him so his back is toward the end of the gantry.



Much in the same way as you defeated Bruno Tattaglia at the funeral home, there are two ways to finish Marcolini. The first is easy: throw and let go, so he stumbles and flips over the railing.

Or you can drag and tip him over the railing, after optionally conversing with him. He's unrepentant, making his fall all the more satisfying. Now head back to Little Italy for the next hit.

Note

Complete this hit by throwing Bobby Marcolini from a bridge, and receive the following bonus: \$9,000, +49,500 respect.



OBJECTIVE:

"Get a Hit Contract."

Now head back to Peter Clemenza. He's headed to the basement weapons cache, where he's practicing his sharp-shooting. Return here after this and your next execution for an additional contract hit.

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Hit 10: Mario DeBellis

OVERVIEW: LITTLE ITALY AND NEW JERSEY

Encounters



Peter Clemenza



Mario DeBellis

Mario DeBellis is a Cuneo capo who feels he's been slighted by the Corleones. He has a small but powerful army, and he will start a war if not properly dealt with. It's been rumored that DeBellis is recruiting thugs for his gang in New Jersey.

"This is not going to get out of hand. When you see him, try to run him over in your car."

—Peter Clemenza



Tip

This hit has been sanctioned by Peter Clemenza. It can be attempted any time after Mission 17, which is also the optimal time to attempt this hit (before you begin Mission 18: "Sonny's War").



PART 1: MANGLING MARIO

OBJECTIVE:

"Finish off Mario DeBellis."

Caution

The bonus condition is to run Mario over with a car, but any vehicle will do. Complete the task in this manner to receive a bonus.



MISSION OBJECTIVE

Finish off Mario DeBellis.

PLAYERS



MARIO DEBELLIS - A lunatic with a warped sense of tradition, Mario DeBellis has been left to drum up support against the Corleones for too long. He is charismatic, and he needs to be stamped on (actually, driven over) fast.

AREAS OF INTEREST

HIT POINT: B 10/11. NEW JERSEY RAIL YARDS:
OFF GARDEN PARKWAY VIADUCT.



A few rail cars, platforms, and explosive boxes are dotted about this sandy area, where a Cuneo hit squad is guarding both Mario DeBellis and a hidden package ready for delivery.



Your first plan is to secure a vehicle that can take some punishment. Pick up a truck that is as undamaged as possible when you enter the rail yard.



Enter the yard via one of four entrances on the Garden Parkway Viaduct. Approach from the south (picture 1), the

HIT 10: MARIO DEBELLIS

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west (picture 2—watch out for the Stracci Compound!), the northwest (picture 3), or the north (picture 4). Once on the rail yard grounds, there are a couple of plans to try:

PLAN 1: CUNEO KILLING SPREE (ON FOOT)

OPTIONAL



Keep your distance and destroy the Cuneo hit men surrounding your target without being caught in crossfire. Park within range of the first enemy.

Once the first victim is down, return to your truck and drive forward, looking for the next Cuneo hit man. Stop, get out, and blast him in the same way.



From cover, be sure you explode any flaming barrels or explosive crates that surround the small railway hut in the middle. Do this to wound the enemies, then finish them off; the explosion doesn't usually kill them.



The other reason to detonate all explosive scenery is that you may move closer to an explosive crate, and you don't want enemy fire hitting and exploding it, wounding you.

Continue with your rampage, defeating around eight Cuneos around Mario, but leaving your hit target alone until everyone else is down. Then drive over Mario with your truck.

PLAN 2: CUNEO KILLING SPREE (IN VEHICLE)

OPTIONAL



The wily Cuneo hit men dive away from your truck if you attempt to run over them, so predict the direction of their dive, and compensate for it, turning more sharply and running them over.



Your truck is hardy enough to withstand the enemy fire; but you must drive over then reverse onto each victim a couple of times to ensure they are dead. They get up from a single strike.

PLAN 3: NO CUNEO KILLING

OPTIONAL



The tactics for killing Mario are straightforward and can be attempted whether you've defeated the Cuneo gangsters or not. Drive to the west side of the dirt area, and spin your truck around.

Head up onto the low ramp that leads to an open rail carriage. Drive up and through the carriage, making sure you line up the run so you don't catch the sides; this allows Mario to dive out of the way.



If you hit the ramp at speed and drive straight through, you'll hit and kill Mario. If you're slower, you can still strike him. Locate his body, and drive over him again to complete the hit.

Tip If you miss Mario and he dodges, you have problems, especially if he hides in the carriage. Park your truck facing the concrete platform, get out, drag Mario, and throw him in front of the truck. Sprint back, and drive over him before he can stand up and escape. Kneecap him to prevent him from dodging, but only if he's healthy enough.

Note Complete this hit by running Mario over with a vehicle, and receive the following bonus: \$9,000 +55,000 respect.

OBJECTIVE:
"Get a Hit Contract."

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Hit 11: Ronnie Tosca

OVERVIEW: LITTLE ITALY AND HELL'S KITCHEN

Ronnie Tosca is Cuneo's brightest capo. He's been trying to weaken the Corleones indirectly by cutting deals with the local black market merchants. Tosca is a hard man to get close to, but you may get your chance if you catch him during his haircut in Hell's Kitchen.

"Give him an extra trim between his ears from me, kid, ok?"

—Peter Clemenza

Encounters



Peter Clemenza



Ronnie Tosca



MISSION OBJECTIVE

Take out Ronnie Tosca.

PLAYERS



RONNIE TOSCA - Ronnie Tosca stays out of the limelight, running rackets, and pressuring black market traders from behind the scenes. Ensure that this haircut is his last act.

AREAS OF INTEREST

HIT POINT: ID 376. 1 4/5. TYLER'S TOP CUTS: 44TH STREET AND 11TH AVENUE.



Tyler Rocca is a well-known barber for the Cuneo Family, and he smartens up ugly mugs around the clock. His store is small, and Ronnie usually gets his hair done in the back room.

Tip

This hit has been sanctioned by Peter Clemenza. It can be attempted any time after Mission 17, which is also the optimal time to attempt this hit (before you begin Mission 18: "Sonny's War").



PART 1: A FACE OFF WITH TOSCA

OBJECTIVE:

"Take out Ronnie Tosca."

Caution

The hit stipulation is to shoot Ronnie in the head with a single shot. Complete the task in this manner to receive a bonus. Because a single shot is the only way to ensure victory, use a weapon that doesn't fire in bursts (tommy guns aren't recommended).



There's one optimal plan for this hit. First, drive your vehicle from east to west, so you can pull up right alongside the barbershop window, and get out on the street side, in cover.

Don't attack the two Cuneo goons inside the barber's yet. There's likely to be one or two on the street, including one by a trash can on your right. Drop him first.



Now step around the back of your vehicle, and blast the Cuneo thugs quickly, checking that they are dead and not hiding behind the windowsill.

MISSION 18: SONNY'S WAR

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Vault over the windowsill, through the smashed glass, and produce an (ideally upgraded) pistol. Shoot the Cuneo gangster coming in from the back room.



Now for Ronnie. Step to the door, use wall cover, and peer around. Ronnie usually comes running in, so step back and time your shot well—you only get one pull of the trigger!

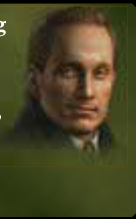
You can dash into the back room, shrugging off his shots, and hide behind the crate. This allows you time to target

Ronnie in the head. An upgraded pistol is enough to kill Ronnie with a single shot.

Note Complete this hit by executing Ronnie with a single shot to the head, and receive the following bonus: \$24,000, +60,500 respect.



Note You should now be close to taking over the majority of the city. Before you engage in the next mission, check your vendetta level with the Cuneos, purchase a rapid-fire upgrade to your tommy gun, and go meet Sonny. It is time to go to war.



Mission 18: Sonny's War

OVERVIEW: MIDTOWN AND HELL'S KITCHEN

Ignoring pleas for calm from Tom Hagen, Sonny invites you along as part of his crew, and you both speed to a possible Cuneo front, slay the gangsters milling about inside, and “interview” the capo running the operation. He, in turn, gives up a racket boss who flees to a supply building at the rail yard. Even the tight Cuneo security here doesn't dissuade Sonny from the direct approach. Sonny's fearsome countenance is used to good effect when battling through to the office of the racket boss: a main Cuneo warehouse is revealed, along with the man in charge. Then it is a final race to the docks, and a violent firefight to take over this operation.

“Another day, another dollar. Gotta follow the river, see? Follow the shit upstream to see where it's coming from...”

—Sonny Corleone



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Sonny
Corleone



Tom
Hagen

MISSION OBJECTIVES

1. Meet Sonny over at Lucy's place in Midtown.
2. Talk to Sonny.
3. Drive Sonny to the Cuneo bar in Hell's Kitchen.
4. Find out who's supplying the bar.
5. Follow the racket boss!
6. Get to the car with Sonny.
7. Go to the Cuneo warehouse.
8. Meet with Sonny at the Corleone Compound.

PLAYERS



SONNY CORLEONE - A mad dog with a vendetta against Cuneo scum who executed some of his crew, Sonny plans this epic assault on a major Cuneo warehouse as he goes along.



TOM HAGEN - Tom is finishing up a meeting with Sonny at Lucy's apartment, but it's a one-sided affair, with Sonny not wanting to listen to Tom's more-rational, less-violent solutions to the escalating violence.



CUNEO CAPO - In a basement study of the Caruso! Club, an older Cuneo capo commands his crew until they are systematically wiped out by a rampaging Sonny Corleone, and his partner.



CUNEO RACKET BOSS - A short and short-tempered man until he's faced with an angry Sonny Corleone, this Cuneo racket boss folds like a deck of cards when pushed to his limit.



ARTIE "THE MOOSE" MANZANERO - Artie is a tough old war-horse with a large team of associates bringing a variety of goods into the dockside warehouse distribution network. He hopes he has enough crew to protect him; his days of fighting are long since over.

AREAS OF INTEREST

STARTING POINT: ID 421. Q/R 5. LUCY'S APARTMENT:
41ST STREET AND CITY PLACE.



A known Corleone hangout and hideout, this apartment offers rooms for sale at inflated prices.

APPUNTAMENTO POINT 1: ID 231. L 5. CARUSO!
41ST STREET AND 8TH AVENUE.



Caruso! is thought to be connected to some kind of secret Cuneo racket, but nobody outside of this rival Family has been able to confirm this fact. It is certainly a little too well-defended for a simple nightclub.

APPUNTAMENTO POINT 2: ID 270. I 6. HOLDEN HOLDINGS
(BUSINESS): RAIL YARDS, ACCESSED VIA 12TH AVENUE.



This is part of the mysterious "Holden" businesses, which appear to be a front for rival Families. The Corleones currently believe this place is owned by Rodolfo Tattaglia, who married a Cuneo bride.

FINISHING POINT: ID 095. H 2/3. WEST PORT WAREHOUSE:
EXPRESSWAY (NORTH END), PARALLEL TO 12TH AVENUE.



A prime spot for moving ship cargo, whether it is legitimate or not, this out-of-the-way venue is usually firmly locked during the day. However, recently it seems to be part of the Cuneo's rackets.

Apparel

"SON OF SONNY"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Vest	Open w/Rolled-up and Untied	\$9,000	2,815	4/4	3/12
Dress Shirt	Purchased with Vest	—	—	1/3	3/12
Tie	Purchased with Vest	—	—	9/9	17/17
Pants	Casual Pants w/Belt	\$720	225	1/3	3/12
Shoes	Loafers	\$540	170	—	2/6
Total		\$10,260	3,210		

PART 1: MEET-UP AT MANCINI'S

OBJECTIVE:

"Meet Sonny over at Lucy's place in Midtown" continues!

MISSION 18: SONNY'S WAR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



From your nearest safehouse, it is almost always preferable to take the main arterial road—42nd Street—east all the way to City Place, and make a right. Park by the “To Let” sign.

Tip Before this mission begins, it is vitally important that you prepare for the action to come. The mission title isn't an understatement. You'll be slaying dozens of Cuneos, so check the following list:

1. Choose a fast-firing weapon with a good reload. Anything upgraded will work, but the Dillinger (upgraded tommy gun) is one of the best options.
2. Check the vendetta levels you have with the Cuneos. You raise them significantly during the mission, and if a mob war starts, you need to select a nearby business to burn to the ground to halt the mob war. Tactics on this come later in the mission.
3. Familiarize yourself with the rail yard (ID 115) at the south end of 12th Avenue; you'll be driving erratically around here soon enough.



You leave your vehicle and enter Lucy's place. Sonny and Tom are arguing on the stairs about their differing view of how things should be handled.

Tom feels slighted by Sonny's insults, but Sonny drapes an arm around Tom's shoulder, “You know you're my brother, ever since the day I brought you here.” Sonny's voice becomes quieter, and more serious, “You've got your way, I agree—and my way is my way. But let's face facts here. The killing's not done.”

OBJECTIVE:
“Talk to Sonny.”



Now out of Lucy's apartment, you can speak to both Tom and Sonny. Tom simply directs you to Sonny.

Note You can purchase Lucy's apartment for \$80,000 before you continue with this mission. However, this is only necessary if you want to buy every safehouse, or wish to tackle some nearby businesses afterward.



Sonny is furious about a recent hit. Time for more revenge. Step around to the driver's side of the Corleone vehicle and get in.

OBJECTIVE:
“Drive Sonny to the Cuneo bar in Hell's Kitchen.”

PART 2: CARUSO! CARNAGE!



The most direct route to Caruso!, the Cuneo bar with links to the killing, is via 42nd Street.

You have two minutes to reach your destination. You needn't hurry, as long as you stay at reasonable speeds.



Caruso! is around the corner on 41st Street, so make a right turn off 41st, and pull up next to the cocktail club on the left. With impressive driving, you can make the journey in around one minute.

OBJECTIVE:
“Find out who's supplying the bar.”

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Sonny Corleone



Cuneo Capo



Cuneo Racket Boss



The assault on the Caruso! Club is a planned series of executions. Systematically slay Cuneo gangsters in consecutive rooms upstairs before heading downstairs and locating the capo of this outfit. Brandish

a weapon and open the front doors; the back alley door is locked.

Tip Don't use a weapon with a slow rate of fire and reload, such as a shotgun that hasn't been upgraded yet. Melee attacks or weapons aren't wise either, as the Cuneos are fond of their firearms. Use an upgraded one-handed firearm or tommy gun.



Once the doors are open, train your weapon on an enemy at the far end of the main corridor. Bring him down with heavy fire. There are two ways to secure the main floor:



PLAN 1: SIDESTEP RIGHT

RECOMMENDED



Step forward with your gun trained on the short set of steps. Fire as a Cuneo comes out to investigate. Otherwise, he ambushes you if you run up the steps.

As Sonny brings up the rear, move to the doorway leading to the bar, and pepper the room with bullets. Cut down a Cuneo before he has a chance to hide.



Create crossfire opportunities by dashing into the bar, and shooting the remaining goons from inside.

Tip The U-shaped bar provides less protection from this side; another reason to favor an assault on the bar from this direction.



Complete the executions by catching the foe near the kitchen door. Check the bar and kitchen for health. Now is the time to take it!

PLAN 2: UP THE MIDDLE

OPTIONAL



Slightly more dangerous is a charge straight up the corridor, especially if you don't know enemy positions. Head up the shallow steps, and execute a goon hiding behind the left wall.

Ignore the door behind that fellow for the moment (there are no enemies in the kitchen, although a health bottle is available; take it after the carnage). Head toward the elevator door and bar doors on the right. Shoot up the bar. Keep the doors closed and shoot through the side windows.



Now open the double doors and shoot up the bar area. Rapid-fire attacks and running around the side of the bar to get a clean shot work just as well as hiding behind the bar.

Your health should be able to withstand the gunfire. Mop up the remaining Cuneo scum, including a foe who tends to hide behind the doorway on the opposite side.

MISSION 18: SONNY'S WAR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

CARUSO! CARNAGE! CONTINUES!



With the ground floor secure, take Sonny and your tommy gun downstairs to search for the Cuneo capo. At the base of the stairs, beware of two Cuneos at the corner.

Caution

Take your time here. Enemies are bunched together, and they sometimes try to attack you with bats. Don't use melee attacks; foes behind those engaged in close combat still fire at you. Instead, lay waste with rapid-fire bursts, or step and execute with a gun.



The second Cuneo is hiding behind the alcove at the door around the corner. Step around and shoot him up, finishing with an execution. Enter free aim mode, and open the door.

The next chamber has two Cuneo soldiers and crates of explosives. Entering the room and firing at the crates seriously impacts your health; instead wait at the doorway, and detonate the crate directly in front of you, on the opposite side of the room.



The two Cuneo guards don't usually survive, but target them to check if they're actually dead. Now ransack the room for ammunition and explosives, and open the door opposite.

This leads to a study where the capo is cowering. There may be another guard, so waste him by using wall cover, then enter the room. Grab the capo!



You know the drill; soften him up until he's ready to talk, but don't overdo it.

The racket boss is escaping! He dashes to a racket truck and drives off.



Sonny has sprinted upstairs to the car and is ready to tail the racket truck. All in good time. First, you can optionally blow the safe in this basement study, and collect some cash.

Second, move to the elevator and use it to ascend to the ground floor; that way you can head down the main corridor and steps (or the bar), and shoot the capo who fled after you interrogated him. If you take the stairs, he can ambush you near the exit doors.

OBJECTIVE:

"Follow the racket boss!."

PART 3: CHASING THE CUNEO ACROSS THE KITCHEN



The action now moves to the streets of Hell's Kitchen, where you must keep up with a racket truck as it weaves to 12th Avenue, and then down to a lone business in the rail yard area. Your pursuit is hampered by Cuneo hit men in vehicles. Sonny provides some much-needed fire support.

The chase begins! You're on 41st Street, and must swing right a block onto 42nd Street. Do this either at the first intersection, swinging right onto 9th, then left onto 42nd.

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Sonny
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Cuneo
Racket
Boss



Or, drive across 9th Avenue to 10th, and turn right at the Roost (the bar you blew up back during Mission 10). By now, you'll have been buffeted by two enemy vehicles.

Tip Dealing with the Cuneo cars is a little different compared with your other car chases. You cannot stop and let Sonny destroy them, or the racket truck escapes. Instead, ease off the gas when you're struck, try sideswiping the cars into buildings and parked traffic, predict each corner, and attempt a proficient racing line. There's no time to slow down!

Keep the swerving and speed up, and rattle past the church on 42nd Street, and scan the upcoming road. Three Cuneo cars have parked in a block. Simply weave between the left and middle one. Or, swerve onto the left or right sidewalks and bypass them.



Note You can opt to head north and turn left onto 44th Street instead of negotiating the roadblocks. This road is narrower, and the roadblocks back on 42nd aren't too difficult to maneuver, but this is still a good option if you're finding it difficult.



When you pass 11th Avenue, still on 42nd Street, you'll encounter another roadblock. The same plan applies here: squeeze between the first and second cars, or around the outside of the block itself.

Keep your speed up and execute a sharp left turn onto 12th Avenue. You no longer need to drive like a maniac; the racket truck has stopped.



Drive down the ramped road to the dirt of the rail yard, which is teeming with Cuneo soldiers. These certainly aren't a major threat; keep to the right, and let Sonny do the shooting.

Execute a large counterclockwise circle around the yard, slowing so Sonny can defeat all the soldiers standing near flaming barrels; run into these barrels as well.



Head past the parked racket truck (this isn't the one you're looking for), through a cluster of barrels, and up over a shallow ramp, then under a metal container loader.

Swerve left, and locate the Tattaglia-owned Italian Goods store where the racket truck has parked. Drive to the storefront and park at the blue shield to complete the objective.

Tip You can continue around the corner of this building and strafe two parked Cuneo cars and the gangsters standing near them; you won't fight them later if you do.



Optionally, you can drive to the storefront, which has a couple of Cuneo soldiers waiting inside, and let Sonny rip with his rapid-fire weapon; this saves on your ammunition.

Once Sonny has finished off one of the foes, step out of the car. If one enemy remains, or you didn't let Sonny fire, shoot out the glass on the right side, and drop the Cuneo foe.



MISSION 18: SONNY'S WAR

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Tip Open the door to let Sonny in, so you can have fire support as you search this building. Also, you can only vault over the right side window.



Step into the store, and secure the immediate area. This means checking the container yard outside for any stray Cuneo soldiers; if you don't, they can attack you from behind. This includes the two cars parked around the corner, and the enemies running in from this direction.



PART 4: THERE'S A MOOSE LOOSE



Holden Holdings can now be secured. Open up the double doors to the back warehouse, and strafe the thug by the base of the steps until he drops.



Blast the Cuneo hiding behind the lower crates.

Head up the steps to the gantry and move into the blue shield. You appear in the adjacent office.



You stride into the racket boss's hiding place behind Sonny, with your guns drawn. The racket boss falls to his knees.

He goes on to reveal everything.

"There's more. Artie Manzanero—Artie is running things down there." Sonny is ecstatic to learn the news. "So now you let me go, huh?"



Sonny leaves the room. "Please, please!" The racket boss prays at your feet. "I have children—little children...." "Everybody loses something....," you reply with cold detachment.

PART 5: DARTING DOWN TO THE DOCKSIDE

OBJECTIVE:

"Get to the car with Sonny."



Sonny has left the fate of the racket boss to you. You can leave him alive, shoot him with a single bullet to the head, or even throw him out of the window.

Don't forget to pick up the health bottle in this office, then place dynamite next to the safe, detonating it. Grab the money inside.



Head back to the car. The quickest route is to vault through a broken window, onto the gantry. If you didn't kill every Cuneo guard on the way in, one shoots you from the warehouse below.

Now make a quick dash downstairs, through the double doors, and exit through the window or door by the storefront. Enter the car via the driver's door, and accelerate away.



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Sonny Corleone



Artie "The Moose" Manzanero

OBJECTIVE:

"Go to the Cuneo warehouse."



You have three minutes to reach the dockside warehouse. Coincidentally, this is the same place you dropped Michael off during Mission 14. Drive right, around the corner, and avoid the barrels and low ramp end.

You're heading directly for the ramped road to 12th Avenue. There still may be Cuneo hit men wandering the ground. Ram them, then skid around two racket trucks blocking your exit.



Tear down 12th Avenue. At the end of the road, skid left. You can make the entire journey in around a minute.

Step out of the car, and maneuver to the breakable crates at the dockside entrance. Sonny is following you in. Switch to free aim mode, and prepare for intense combat!

PART 6: THE ARTIE OF WAR

You must launch a daring attack on the warehouse supplying the Cuneos. Fortunately, you have the formidable help of Sonny Corleone; stay low, making sure you have a plentiful supply of ammunition, and know where to shoot to create the maximum impact.



While in free aim mode, turn right, and aim at the group of Cuneo foot soldiers standing next to the flaming barrel. Plant lead into the barrel, so it explodes.



As the Cuneos reel from the explosion, walk sideways to the right, and hide behind the barrels and crates. Train your weapon on the wounded Cuneo foes behind the crates.

Spend the next 20 seconds or so finishing the wounded fiends from the first barrel explosion. Sonny begins his attack on the dock. Train your weapon on the next explosive barrel.



After the explosion rocks the dock, move to the location of that barrel, and bring down all the foes as they attempt to stand. Any enemies running in from the far end of the docks should also pay!

Near the far end of the dock, train your weapon on the explosive barrels in front of a racket truck. Be sure you destroy the barrels as more enemies appear from the right. Shoot them and blow the barrel on the right corner. Make sure the racket truck exploded too, then finish off the stragglers. Now move to the far left end of the dock; there is health here.



Turn right; there's a racket truck that needs exploding.

Now for the final Cuneo crew inside the warehouse. Open the first set of double doors, and crouch behind the barrels. Bring down the foes milling around in front of you. All can be defeated from the barrels at the entrance. Next, run into the room and finish the job.

MISSION 19: CHANGE OF PLANS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Artie Manzanero is hiding behind a column at the far end of the warehouse. Stock up on ammunition and health bottles before you talk to him. Grab his collar to check his pressure.

Bring on the beating until he agrees to do business with the Corleones. The battle in Sonny's war has been won, but the entire confrontation is far from over.



Sonny is leaning on a crate, looking out on the river. "Another day, another dollar. Gotta follow the river, see? Follow the shit upstream to see where it's coming from." "Stepped in plenty a' shit today, boss," you reply.



"You're a stone-faced killer—I'm glad you're on my side." Sonny flicks his cigarette off the pier, and walks back to the road, as Corleone associates swarm the warehouse.



When you've gathered all the ammunition you can from inside the warehouse, walk to the street. A Corleone advisor lets you know Sonny has gone to the compound and wants to see you again.

OBJECTIVE:

"Meet with Sonny at the Corleone Compound."

Mission 19: Change of Plans

OVERVIEW: LITTLE ITALY AND HELL'S KITCHEN

Blood has been spilled, and rival Families have organized a ruthless retaliation against the Corleone's most vicious senior Family member. Some saw the slaying of Sonny Corleone as inevitable, but the way the execution took place, and its gruesome nature, rocks the Big Apple to its core. As Sonny falls, you must rise. Follow the only lead from the murder: A tollbooth operator who was obviously tipped off to the events. After you follow him to a warehouse, fighting through a team of Tattaglias, the attendant gives up the name of a Tattaglia establishment where an underboss and his lady acquaintance give you all the information you need to take to Don Vito Corleone himself.

"I want—all inquiries made. I want no acts of vengeance. I want you to arrange a meeting with the heads of the Five Families. This war stops now."

—Don Vito Corleone



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Sonny
Corleone



Salvatore
Tessio

MISSION OBJECTIVES

1. Follow Sonny's car.
2. Track the assassins.
3. Interrogate the tollbooth attendant.
4. Drive to the Tunnel Club in Hell's Kitchen.
5. Find and interrogate the underboss.
6. Return to the Corleone Compound.

PLAYERS



SONNY CORLEONE - Murder removes this key member of the Corleone Family. Sonny Corleone may have been hot-tempered, but he always had the Family's best interests at heart. He deserved better than this.



SALVATORE TESSIO - You don't know why Sonny drove away from the Corleone Compound, but you're sure Sal Tessio knew something about it. You'll have a chance to find out later.



TOLLBOOTH ATTENDANT - Part of the murderous conspiracy against Sonny Corleone, or a butter-fingered buffoon? He'll have the chance to tell you when you corner him after he flees the murder scene.



TATTAGLIA UNDERBOSS - A veteran of many conflicts and a good friend of Carmine Tattaglia, the nightclub's owner and operator, this underboss is known to resist almost all forms of interrogation.



UNDERBOSS'S GIRLFRIEND - Although a little young to be hanging around with such an old man, the Tattaglia underboss's girlfriend has certainly charmed her way into the inner workings of the Family.



DON VITO CORLEONE - Upon hearing the news that his son has been slain, Don Vito calls his youngest son back from Sicily and arranges a sit-down with the dons of the rival Families, attempting to stop the violence.



TOM HAGEN - Unable to stop Sonny from leaving in a hurry, and left to tell Don Vito of Sonny's death, Tom is feeling increasingly helpless. His days as a consigliere may be numbered.



DON PHILIP TATTAGLIA - Don Philip appears at the sit-down meeting Don Vito organizes.



DON EMILIO BARZINI - There is a familiarity to this man's face. He is a cruel fellow, but his true activities are shielded by his polite remarks at the sit-down. You feel he is a considerable enemy; perhaps the kingpin behind the violence?

AREAS OF INTEREST

STARTING AND FINISHING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



After Sonny's war, many of the senior members of the Family are here, including Sal Tessio and Tom Hagen. The Corleones' fleet of vehicles are also at your disposal.

APPUNTAMENTO POINT 1: M 19. LITTLE ITALY TOLL PLAZA: LITTLE ITALY LOOP (HEADING WEST)



The luxury of taking the Little Italy Loop isn't free, and regular travelers must pay a toll to use this expressway. The area is a problem for those wanting to quickly maneuver through the city, as it is prone to congestion.

APPUNTAMENTO POINT 2: ID 443. I 8. HOLDEN WAREHOUSE: WEST 24TH STREET AND CHELSEA STREET.



Although positioned well to deliver cargo around Hell's Kitchen, this warehouse appears disused and has been firmly locked until now. When you reach there, you learn otherwise.

APPUNTAMENTO POINT 3: ID 070. J 6. THE TUNNEL CLUB: 34TH STREET AND DYER AVENUE (NEAR LINCOLN TUNNEL PLAZA).



Run by an old-timer called Carmine Tattaglia, this venue is difficult to penetrate, but it is suspected that this residence holds Family summits from time to time. Its name stems from its proximity to the Lincoln Tunnel.

MISSION 19: CHANGE OF PLANS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Apparel

"THE PATRIOT"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Vest	Open w/Tie	\$4,200	1,315	3/4	6/12
Dress Shirt	Purchased with Vest	—	—	1/3	8/12
Tie	Purchased with Vest	—	—	1/9	16/17
Pants	Casual Pants w/Belt	\$720	225	1/3	6/12
Shoes	Oxfords	\$420	135	—	1/6
Hat	Homburg	\$600	190	1/10	—
Total		\$ 5,940	1,865		

PART 1: TOLL AND TROUBLE



Sonny's quick temper stalls a particularly promising bank raid as he takes a phone call and drives away. Tom is anxious to catch him, so you must follow him south to the Little Italy tollbooth to see where he ends up.

Tip The rampage to come requires a large health bar and an even bigger ammunition supply, so be sure you've completed enough freelancing to afford a large health reservoir (and a couple of spare skill points in case of emergency). Fill up ammunition on all weapons, especially guns, and try to use at least two upgraded firearms; the Dillinger is a good choice.



Drive your vehicle to the Corleone Compound, stop by the blue shield, and talk to the advisor. He gestures you inside. Step to the shield, and Sonny appears at the door.



"Come here, got a good one for you." Sonny is hatching another plan. "I hope you weren't planning a vacation today!" "I'm all ears," you reply.



"Cuneo Bank up in the Bronx—handles all their dirty laundry. Gonna walk right in and take whatever we like..." Tessio appears at the door. "Sonny, it's for you."

Sonny turns back to you. "This guy," he gestures to Sal, "Christ. I'll be back. Hang on." Sonny walks into the compound. Tessio looks at you, and you stare back. Tessio's expression is a little odd....

OBJECTIVE:

"Follow Sonny's car."



You're not sure what prompted Sonny's dash to his car, but Tom is looking worried. There is no time to chat with Tom or the advisor, as Sonny will have disappeared during the conversation!

Instead, move to the car indicated, and floor it out of the compound and along Washington Street. Sonny has taken the Canal Street exit. Follow him.

Caution There is little time to make errors. If you miss a turn or crash more than a couple of times, Sonny disappears from sight. Keep your speed up, and when turning, don't oversteer or slam on the brakes. Ease off the gas and execute slight turns, except during corners.



Sonny takes Broadway south, all the way to the end of the road, where the roundabout and rail terminal is located. With your speed at maximum, plow straight through, to the right.

Skid right at the roundabout, and onto the West Side Highway, weaving through the middle of the cars and squeezing into the first tunnel.

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Sonny Corleone



Tollbooth Attendant



Take the freeway tunnel and stay on the right side (so you aren't struck head-on) and near the curb (so you can pass most cars driving in your direction). You appear on the Little Italy Loop.

You can make out the Statue of Liberty in the distance, on the left. Drive around the long right bend, and providing you're on this curve, you'll catch Sonny at the tollbooth.

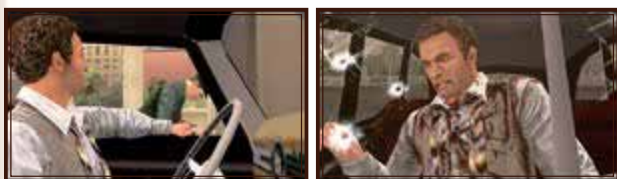
PART 2: THE FALL OF SONNY CORLEONE



Sonny pulls into the tollbooth behind a large sedan.

He gives his change to the tollbooth operator.

The car in front isn't moving. "Sonofabitch!" growls Sonny, pounding on the car horn. Sonny is momentarily puzzled as the car begins to reverse into his vehicle. The tollbooth operator drops his change.



The operator's door closes. On the opposite side, four suited men brandishing tommy guns appear from the toll booth. They begin to fire. Sonny is rocked back and forth as bullets shatter the windshield and rip into him.



The hit men from the Stracci and Tattaglia Families open up to the side of Sonny. Sonny's last act is to struggle from his car.

The hit team flees the scene, just as you arrive in open-mouthed shock and anger.

OBJECTIVE:
"Track the assassins."

PART 3: HIGHWAY TO HELL'S KITCHEN



Focus on the getaway car; it contains the tollbooth attendant who knows the fiends responsible. Head around the left side of the left tollbooth to avoid the traffic.

Head onto the West Side Highway, and follow that car! On the long right turn, gangsters catch up with you. Ignore the gangsters. Shunt them into other cars or into the start of a central divider barrier.



Follow the winding West Side Highway to this junction, and take the exit to Hell's Kitchen. Don't look for signs because they appear too late if you're traveling at speed; use your map.

Head under the road, straight through Canal Street, and up the other side.



West Side Highway becomes Hell's Kitchen Loop. Stay to the right. When you see the blue arrows ushering you right, take the off-ramp.

This leads to the underside of the loop, which you should approach at extremely fast speeds. Stay away from the middle of the road, so you don't hit the central barrier when it reappears.

MISSION 19: CHANGE OF PLANS

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Another enemy vehicle will attempt to waylay you. To avoid a crash, accelerate, weave around traffic to shield you, and shunt the foes.

Look ahead for the blue arrows pointing to this off-ramp; stay on the right side of the road to minimize braking and control loss when you take this off-ramp.



The off-ramp becomes Hudson Street, and then Chelsea. Take a right onto Chelsea. The tollbooth attendant has fled to a warehouse up ahead. Park at the entrance.

PART 4: WAREHOUSE RAMPAGE

OBJECTIVE:

"Interrogate the tollbooth attendant."



Bring your vehicle to a stop with the hood facing left. You can now use this car as cover. Get out and bring your favorite firearm to bear on a Tattaglia thug to the left.

Two more immediate threats are to your right, behind crates. Shoot them quickly, especially if they move out of cover. Then move to the crates directly ahead of you.

There is another gangster in the central courtyard, but he's no match for your weaponry (or shouldn't be if you upgraded). Take him down with a head shot.



Head up the right set of steps to an open-air roof, which leads to a door. Open it and step through in a crouched position. Check behind you for a thug behind you.

The warehouse interior is empty, allowing you to run straight across the gantry and out of the door opposite. Turn left, and run to the railing. Shoot the foes below you.



Quickly go down the stairs, capping any threats as you go. This place is lightly guarded, thankfully.

Open the doors of the building between the two stairwells on the far wall. The ground floor is empty, so ascend the stairs. To the right, bring down the Tattaglia capo guarding the attendant.



Move to the attendant, and check his pressure meter. Shake him up and he reveals that the order came from a place called the Tunnel Club.

Now either let the attendant live or put a bullet in the brain (you'll receive more respect for the latter option). The warehouse should be empty of foes, but check the interior for items. Return to your car.



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Tattaglia
Underboss



Underboss's
Girlfriend



Don Vito
Corelone



Tom
Hagen



Don Philip
Tattaglia



Don Emilio
Barzini

PART 5: CUTTING A PATH TO THE TUNNEL CLUB

OBJECTIVE:

"Drive to the Tunnel Club in Hell's Kitchen."

You must make it to the Tunnel Club within five minutes. The easiest route is to head down Chelsea Street, and back onto Hell's Kitchen Loop via Hudson Street. Remember to take the curved on-ramp that winds to the right.



You should be traveling west. Follow the loop until you reach this Hell's Kitchen sign, and head off the ramp.

Follow the West Side Highway, then skid right onto an off-ramp in the middle of the road leading to 12th Avenue. Head south, then make a tight left turn onto 42nd Street. Make a sharp right onto 9th Avenue. You're nearly at the Tunnel Club.



If you haven't taken over the Cuneo warehouse on 9th Avenue (ID 090) you have a problem—three roadblocks. Maneuver through all by hitting the gap between two cars and forcing your way through.

Once through, make a sharp right when you spot the sign for New Jersey. You're on the same road as the Tunnel Club: 34th Street.



PART 6: FIND THE BOSS; GET THE GIRL

OBJECTIVE:

"Find and interrogate the underboss."



Begin your assault on the Tunnel Club by mowing down the three Tattaglia thugs guarding the place. Don't stop shooting!

A full frontal assault on this club is always the best policy. There are **two more enemies** as you enter; slay them and push the second one back with gunfire, into the main dance floor.



Sidestep into the main dance floor and strafe the foe to the right, shooting through the glass on the table, and into his hide. Then crouch by the table; there are foes behind the bar.

Use the table nearest the bar as cover while you line up a head shot with the foes behind the bar. Then shoot each one as they peer or fire out.

Once the bar has been emptied of enemies, check the door you came through; there's likely to be a couple more gangsters to shoot.

Tip Behind the bar is an unloading area, with a health bottle. Use this before you head downstairs because there's a tougher battle to come!



Head down to the basement. Although there are two ways to descend, the steps by the stage are much safer, as you can use the crates at the side of the basement to hide.

MISSION 19: CHANGE OF PLANS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



There are around five foes in this basement, and all eventually run out and can be shot. **Don't get impatient** and run out into the middle after the first couple are downed, or the others will pop out to shoot you.

Draw the enemies out by **advancing slowly**, so you can **quickly return to cover**. Then hide and aim for their heads. Step out only after the "door unlocked" sign appears.

Move to the door with the blue shield sign, and open it. Inside is the **Tattaglia underboss**. This grizzled guy has seen his fair share of mob wars, and he keeps his cool under even the most torturous interrogations. Look at that pressure meter!



You can try to **pummel some information** from this **ne'er-do-well**, but it is extremely difficult. Even with quick punches, you can overdo it and cause him to snap, or die!

The underboss's Achilles' heel is his dame; the **young woman near the safe**. Instead of threatening him, talk to her, and the threat of violence on her is enough for the underboss to spill the beans.

PART 7: A DASH TO THE DON

OBJECTIVE:

"Return to the Corleone Compound."



Sonny Corleone's killing was sanctioned by more than one Family. **You have five minutes to return to the compound to warn Don Vito**, as well as protect him.



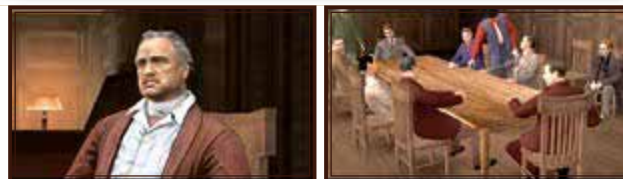
There's time to off the underboss and his girl if you wish, but more important is to **reach your vehicle**, and **spin it around 180 degrees**. The fastest route is heading east to Midtown.

Scream down 34th Street. Make a sharp right onto Broadway and floor it! Take **Broadway south to Canal Street**, without pausing.



Pull up to the Corleone residence and **sprint up to the door**. You can make the entire trip in around one minute.

PART 8: THE SIT-DOWN



Tom Hagen tells the Don that Sonny is dead. The old man remains stoic. "I want you to arrange a meeting with the heads of the Five Families. This war stops now."

The sit-down is underway. Don Vito rises to speak: "How did things ever get so far? I don't know. It was so unfortunate, so unnecessary."



The conversation continues, with Don Barzini and Don Philip Tattaglia commenting on the situation.

Don Vito wants to bring Michael Corleone back from Italy, "But if some unlucky accident should befall him, then I'm going to blame some of the people in this room."

Don Vito finishes: "But, that aside—let me say that I swear, on the souls of my grandchildren, that I will not be the one to break the peace that we have made here today." The dons applaud politely.

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The Trojan



Jack Fontana

Tip Although freelance opportunities can be had, the next ceremony is too important to miss. Complete the usurping of New York once Michael meets you.



Note Once the meeting is over and you appear inside the Hotel Alioto, check your map. The Trojan has appeared again, and he requests your help for two more contract hits. Attempt them after you save your game.



Hit 12: Jack Fontana

OVERVIEW: HELL'S KITCHEN AND NEW JERSEY

Jack Fontana is the Stracci consigliere. He's known for his brutal tactics, quick thinking, and eagle-eyed bodyguards. He can spot a weapon from a block away, so play it safe by keeping your firearms concealed.

"Walk up to him casually, right past his men. Then strangle the fuck."

—The Trojan



JACK FONTANA - Jack's parties are as notorious as his penchant for brutal ends to confrontations, and past assassination attempts have taught him to keep an eye out for firearms. He is currently enjoying himself at a well-known Stracci hangout.

Tip This hit has been sanctioned by The Trojan. It can be attempted any time after Mission 19: "Change of Plans," which is also the optimal time to attempt this hit (or after you purchase a safehouse in Hell's Kitchen).



MISSION OBJECTIVE

Knock off Jack Fontana.

PLAYERS



THE TROJAN - Very little information is known about The Trojan. He rarely makes an appearance outside a church in Hell's Kitchen.

Apparel

"STRACCI CAPO"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	2/4	5/12
Dress Shirt	Purchased with Coat	—	—	1/3	12/12
Tie	Purchased with Coat	—	—	4/9	3/17
Pants	Dress Pants	\$1,080	340	2/4	4/12
Shoes	Wing Tips	\$720	225	—	1/6
Hat	Snap Brim	\$480	150	1/2	5/18
Glasses	Wire-frames	\$300	95	—	4/8
Total Cost		\$14,580	4,560		

Note This outfit was worn when dealing with the two hits.



HIT 12: JACK FONTANA

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AREAS OF INTEREST

TROJAN LOCATION: ID 045. J 5. HOLY CROSS CHURCH:
42ND STREET AND 10TH AVENUE.



You have another reason to head to confessional: The Holy Cross Church houses The Trojan, back from undisclosed business with the Corleones, to authorize two final hits from this hiding place.

HIT LOCATION: ID 424. C/D 11. JACK FONTANA'S PLACE:
2ND STREET AND PARK STREET.



This is a well-known and well-guarded Stracci house, once owned by the recently deceased Capo Oscar Zavarelle. It is used for infamous Stracci parties.

PART 1: THE LIFE OF THE PARTY



Drive to the Holy Cross Church in Hell's Kitchen, and head to the confessional booth. The Trojan appears and greets you warmly, but he remains as enigmatic as ever. He has a high-profile target for you to tackle:

OBJECTIVE:

"Knock off Jack Fontana."

Caution

The bonus condition is to defeat Jack Fontana with a bare-handed strangle (no garrote, please!). Complete the task in this manner to receive a bonus.



Head across the river to New Jersey, and approach the capo's house from either direction. Note the additional Stracci hit man on the left side of the house.

Park and walk down



the driveway. Fontana is at the end of the driveway with a lady, near the garage.

You could drive through the entire party, crashing into and running over goons, but they scatter into defensive positions; you're better off just walking up to Fontana.



Wander past all the guards, and grab Fontana, then strangle him. Shrug off any gunfire. If you drove to Fontana, park your vehicle to shield you from harm, near the garage.

Continue throttling Fontana until he drops. Your hit is complete, but you must still fight your way out of here; either begin a shoot-out using the vehicle as cover, or get to your car and drive away.



Tip

This mission is easier when you have little or no vendetta level against the Straccis. You can start a mob war if your current level is high.



Note

Complete this hit by strangling without the piano wire, and receive the following bonus: \$30,000, +66,000 respect.



OBJECTIVE:

"Get a Hit Contract."



Head to The Trojan. Save, then meet with him for final hit. You might want to gather all available ammunition beforehand!

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Hit 13: Salvatore Stracci

OVERVIEW: HELL'S KITCHEN

Encounters



The Trojan



Salvatore Stracci

Salvatore Stracci is the Don's son and the Family's new underboss. He's trying to strengthen the Stracci's ailing rackets by destroying a Corleone warehouse near Hell's Kitchen. Take him out before he blows up the warehouse.

"Now we can become closer. Salvatore Stracci is the son of the Stracci Don. We're going to kill him. You and me."

—The Trojan

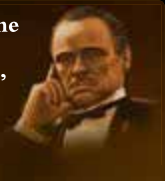


HIT LOCATION: ID 443. I 8. HOLDEN WAREHOUSE:
WEST 24TH STREET AND CHELSEA STREET.



This venue should be familiar to you; it was the scene of destruction where you interrogated the tollbooth attendant after Sonny's murder. The warehouse is now being assaulted by Stracci hit men; save that merchandise!

Tip This hit has been sanctioned by The Trojan. It can be attempted any time after Mission 19: "Change of Plans," which is also the optimal time to attempt this hit (or after you purchase a safehouse in Hell's Kitchen).



MISSION OBJECTIVE
Assassinate Salvatore Stracci.

PART 1: STRACCI SHOWDOWN

Caution The bonus condition is to defeat Salvatore Stracci before he destroys the warehouse. Complete the task in this manner to receive an additional bonus.



SALVATORE STRACCI - In a last desperate attempt to build on the little power the Straccis have left, Don Stracci's young son is determined to cripple the Corleone Family's distribution network. He's brought the muscle to get the job done, too.

AREAS OF INTEREST

TROJAN LOCATION: ID 045. J 5. HOLY CROSS CHURCH: 42ND STREET AND 10TH AVENUE.



The Trojan now awards you with a final hit: the toughest of the five he was sanctioned to give. He is still at the confessional booth on the left side of the church interior.



Follow the route you took to the warehouse during Mission 18: "Sonny's War," all the way to Chelsea Street, and park up at the entrance, ideally facing left so you can use your vehicle as cover.

Caution The route through this warehouse is different from Mission 18. You must move up the right stairs to the left warehouse interior, then descend to ground level, go out the garage door, cross the exterior storage area to the left warehouse, and slay Salvatore there. You cannot move directly to the left warehouse, as the garage doors open only once Stracci moves between the buildings.



HIT 13: SALVATORRE STRACCI

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Tip There are three explosives in this warehouse. Some barrels at the far end of the exterior middle courtyard are destroyed as you arrive. Stracci destroys a crate on the upstairs gantry of the right warehouse too. The final crate is on the left warehouse upper gantry, and it must remain intact!



Optionally, and if you stole a vehicle from the nearby streets and it is in good working order, you can drive around the interior; running over a couple of foes in this area.

Get out of the vehicle, finish any foes in front of you, and then train your weapon on the Stracci goons coming down the stairs. Use the right hut and your vehicle as cover.



Head up the stairs, shooting any foes up on the deck, and checking behind you for a foe coming up. When the coast is completely clear, open the door on the upper deck.



Curses! Stracci has already begun to torch the place; he blows up an explosives crate, and flees downstairs. See if you can wound him before he disappears.

Step into the warehouse, and turn left; there's usually a foe behind a crate there, ready to ambush you. Prevent this from happening.



Now train your weapon on the warehouse interior below. A couple of Stracci fellows hide behind crates and cover. Aim and slay them as you move along the gantry.

Move down the stairs into the warehouse, and to the open garage door leading outside. Use wall cover and shoot the goon behind the destructible crate.



Now for the tricky part. Dash across to the opposite side of the open ground, into the left warehouse, and drop to a crouch, targeting a foe to your right.

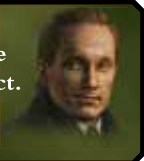
Step into the warehouse, and shoot another Stracci goon to the right, then one behind crates on the left. Time is pressing; Salvatore is about to blow up this joint!



Do not, under any circumstances, blow up the explosives at the top of the stairs or head up there yourself; Salvatore usually detonates the crate and flees out the back door.

Instead, look up onto the upper gantry to see Salvatore. Execute him from this distance. Do *not* ascend the steps! Then slay the remaining thugs.

Note Complete this hit before Stracci destroys the warehouse, and receive the following bonus: \$30,000, +71,500 respect. Once this hit has been completed, continue with the campaign and begin Act 4.



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Keeping It in the Family 4: Act 3 Freelancing



OPTIONAL

Note The following information is purely optional and can be attempted at any point during your adventure. You can elect to attempt fewer, the same, or more freelance opportunities than what are presented here. The information below could be seen as the *optimal* amount of freelance extortion you should attempt before you begin “Act 3: The Soldier,” but this is only guidance; you can attempt anything, in any order! Find specific locations for safes, extortion tactics for businesses and rackets, a detailed map showing freelance opportunities, and detailed takedown information in the “Tour of the City” section.



WHEN TO FREELANCE

Attempt to freelance between the following missions (at any other time, it is preferable to continue with the next mission):

OPPORTUNITY	AFTER	BEFORE
13	Mission 16: The Silent Witness	Mission 17: It's a Jungle Out There
14	Mission 17: It's a Jungle Out There	Mission 18: Sonny's War
15	Mission 19: Change of Plans	Ceremony 4: Michael's Secret Army

Tip By now, you should have at least one safehouse in every part of town. This helps you tackle the remaining businesses in a borough and provides quick access to safety and game saving. You should already have completed all the freelance tasks listed in “Keeping It in the Family 2: Act 1 Freelancing” and “Keeping It in the Family 3: Act 2 Freelancing” before starting on these ventures.



PART 1: BUSINESSES AND RACKETS

Your goal is straightforward, but not simple: complete domination of New York City and its surrounding areas. You should already have Little Italy, Brooklyn, and half of New Jersey bowing to your superior stewardship; now is the time to finish the job in New Jersey and stampede through Hell's Kitchen. This means all warehouses, the Cuneo and Stracci hubs and compounds, and every business and racket. Then bring Midtown to its knees; crush the Barzini Family on their home turf and grab all the Very Easy, Easy, and Medium businesses and rackets. You can save the warehouses and compounds for Act 4 if you wish (and the next “Keeping It in the Family” section), or attempt complete domination now.

Save after each successful extortion, and don't forget to check for a racket in the back room of each. Select any or all from the following (which are presented by territory, then in order of difficulty):

Caution The greater the difficulty of the businesses and rackets, the more respect, skill points, and weapons you'll need to complete the task.



BUSINESSES TO EXTORT: HARD (NEW JERSEY)

VITAL

FABIO SATRIANI & SON: ID 304, C 10
JOHNNY CONGERS: ID 345, D 11
SANTO: ID 224, C 9
JOE FOLEY'S: ID 223, C 9
THE CRANE CLUB: ID 362, D 10

BUSINESSES TO EXTORT: VERY HARD (NEW JERSEY)

VITAL

THE GEORGE HOTEL: ID 446, D 9

BUSINESSES TO EXTORT: VERY EASY (HELL'S KITCHEN)

VITAL

MRS. SPILLANE'S: ID 419, J 7
DALE MANGANO'S: ID 347, K 3
AREZZO SEAFOOD: ID 344, K 4/5
DOC THODY'S DAHLIAS: ID 218, J 4

BUSINESSES TO EXTORT: EASY (HELL'S KITCHEN)

VITAL

TYLER'S TOP CUTS: ID 376, I 4/5
ORCHID INCORPORATED: ID 288, J 4
PROVIDENCE HOTEL: ID 420, K 4
WEST SIDE PHILLY'S: ID 220, J 5
POPPY'S—WESTSIDE: ID 358, I 5
THE COLONIAL TAVERN: ID 445, L 4
AFTER HOURS: ID 366, L 3

BUSINESSES TO EXTORT: MEDIUM (HELL'S KITCHEN)

VITAL

HOLDEN WAREHOUSE (EXTORT AFTER MISSION 18): ID 270, I 6
 MARINELLI'S FISH SHOP: ID 327, I 5
 THE TUNNEL CLUB (EXTORT AFTER MISSION 19): ID 070, J 6
 FUKS RED FOX: ID 238, I 4
 CASEY QUINN'S: ID 303, H 4
 THE ELEGANTE: ID 256, J 4
 SCOTTY'S BISCOTTI: ID 311, L 6

BUSINESSES TO EXTORT: HARD (HELL'S KITCHEN)

VITAL

CARUSO! (EXTORT AFTER MISSION 18): ID 231, L 5
 THE ROOST (EXTORT AFTER MISSION 10): ID 216, J 5
 M. POWERS & SONS: ID 269, J 4

BUSINESSES TO EXTORT: VERY HARD (HELL'S KITCHEN)

There are no Very Hard merchants in Hell's Kitchen.

BUSINESSES TO EXTORT: VERY EASY (MIDTOWN)

VITAL

ST. ALBAN'S HOTEL: ID 257, O/P 10

BUSINESSES TO EXTORT: EASY (MIDTOWN)

VITAL

PALLADIO WILLOW: ID 319, Q 7
 ORCHID INCORPORATED (EAST SIDE): ID 272, Q 7

BUSINESSES TO EXTORT: MEDIUM (MIDTOWN)

VITAL

THE LUNA BAR: ID 222, O/P 6
 RAPHAEL'S: ID 314, N 6
 FLOWERS OF SCOTLAND: ID 289, P 6
 LUMPY'S BAR: ID 444, L/M 3
 HOTEL MADISON: ID 259, O 4

PART 2: RACKET TRUCKS

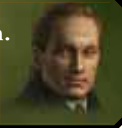
REASONABLE By now, and with judicious studying of the maps contained within these pages, you **won't need to hijack any more racket trucks**. The locations of all related businesses should now be familiar to you. You can still stop a truck or two, ideally in front of a business you own so you can get help from Corleone associates, but otherwise, there are more important freelance opportunities.

PART 3: BANKS

NEW JERSEY NATIONAL BANK (NEW JERSEY): ID 029, C 10

USEFUL The New Jersey National Bank is an excellent way to accrue a sizeable amount of funds easily, especially if your base of operations is the Lamplight Rooms (ID 423). This safehouse is only \$10,000 more than the bank heist take, so you'll make your money back easily.

Note There are no banks in Hell's Kitchen. Try the Midtown area for a couple more heist opportunities.



MIDTOWN BANK (MIDTOWN): ID 028, P 2

Situated near the Barzini Compound, this is a **good second bank to heist**, as long as you've secured a safehouse nearby, such as the Carnegie Club (ID 071); of course the purchase price is a whopping \$125,000. Your main bank to heist should instead be the cash-filled Manhattan Trust.

MANHATTAN TRUST (MIDTOWN): ID 027, P 5/6

This is an excellent way to make a load of money very quickly, especially as the Chateau Leive (ID 422) is a free safehouse the Corleones gave you in Act 2. **Make this your heist bank of choice in the Midtown area.** A good second safehouse to flee to is the Peak (ID 360), although the room price is an astronomical \$150,000.

PART 4: SAFES

VITAL As always, **every venue**, including the warehouses and transport hubs, need to be checked for safes, and then the safes must be cracked. Remember your mantra!

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PART 5: CONTRACT HITS

VITAL A total of five hits, three from Peter Clemenza, and the final two from The Trojan, allow you to tackle big-league gangsters across town. Because you have safehouses in every area, do a quick save after each hit.

PART 6: BRIBING THE POLICE

NEW JERSEY STATE POLICE STATION (NEW JERSEY): ID 014, J 4
HELL'S KITCHEN POLICE (HELL'S KITCHEN): ID 014, J 4
MIDTOWN PRECINCT POLICE STATION (MIDTOWN): ID 018, Q 6

USEFUL If you need to lose some heat, check in with the chief at any of these stations. Head to this police station to or from your nearest safehouse, the Lamplight Rooms (ID 423: New Jersey), the Elegante (ID 256: Hell's Kitchen), or the Peak (ID 360: Midtown).

PART 7: WAREHOUSES AND TRANSPORT HUBS

WAREHOUSES AND HUBS TO EXTORT: (NEW JERSEY)

VITAL

WATERSIDE SUPPLIES: ID 091, D 9
STRACCI HUB: ID 099, E 11

WAREHOUSES AND HUBS TO EXTORT: (HELL'S KITCHEN)

VITAL

MILK COMPANY WAREHOUSE: ID 090, K 6
CUNEO HUB: ID 094, K 3

WAREHOUSES AND HUBS TO EXTORT: (MIDTOWN)

VITAL

BARZINI HUB: ID 097, R 5
PALERMO WAREHOUSE: ID 098, Q 4/5

Attack the warehouses and transport hubs in the order they are listed. You may wish to leave the Barzini Hub until after Mission 19, as it is brimming with competent hit men. Be sure you know the location of a Cuneo, Stracci, or Barzini business to bomb, or an FBI agent to bribe. Your aim is to break both the Cuneos and Straccis and have the Barzini almost defeated, but try to tackle the Straccis first, then the Cuneos.

PART 8: RIVAL FAMILY COMPOUNDS

STRACCI COMPOUND: "THE HEIGHTS": ID 034, A 10
CUNEO COMPOUND: ID 035, J 3

VITAL The Stracci Compound, a local estate called The Heights, is to the west of New Jersey. Tool up with an upgraded weapon, extra health points to award yourself during the assault, and one bomb. Your task is to attack both of the houses, and lay a bomb in the basement of each, picking up a second bomb from the Straccis' stash. The previous chapter has tactics on accomplishing this. Afterward, you can return here to use it as a safehouse and loot the cellar's ammunition dumps. Use the same plan of attack on the Cuneos Compound in Hell's Kitchen, but do it when you've finished your mob war with the Straccis.

PART 9: WEAPON PURCHASES AND UPGRADES

USEFUL If there's one type of merchandise you should be prepared to shell out the big bucks for, it is a weapon upgrade. The black market merchants of New Jersey can sell you the street sweeper (the upgraded shotgun), the shady dealers of Hell's Kitchen can offer you the python (the upgraded magnum), but the Dillinger for sale in Midtown, on 25th Street, should already be in your collection. Complete your gun cabinet collection now!

PART 10: SAFEHOUSES

NEW JERSEY SAFEHOUSES

USEFUL

THE HIGHWAY HOTEL: ID 260, D 9
THE GEORGE HOTEL: ID 446, D 9

HELL'S KITCHEN SAFEHOUSES

USEFUL

THE ELEGANTE: ID 256, J 4
MRS. SPILLANE'S: ID 419, J 7
PROVIDENCE HOTEL: ID 420, K 4

If you are determined to buy up all the real estate that's for sale, you should purchase every safehouse in New Jersey, and Hell's Kitchen. You can save Midtown for Act 4 (unless you're rolling in cash) because you already have Chateau Leive (ID 422). As you extort businesses in different parts of each territory, buy the safehouse nearest your next set of shops, and return to it after each shakedown.

PART 11: MOBFACE CLOTHING

VITAL Whether you're looking sharp or threateningly deranged, nothing says "Don of New York in training" like a new set of threads. \$179,400 buys you everything, and gives you 56,130 respect points. Try to have around 12 complete outfits.

PART 12: FBI/G-MEN

ST. GEORGE'S CHURCH (NEW JERSEY): ID 042, B/C 10
HOLY CROSS CHURCH (HELL'S KITCHEN): ID 045, J 5

VITAL The locations of the G-Men in New Jersey and Hell's Kitchen should be of paramount importance to you, as you should be starting a mob war with the Straccis and Cuneos (but hopefully, not at the same time!). With this in mind, check the map when you're about to start a mob war, locate the FBI man, and cool things down a touch.

PART 13: STOLEN SHIPMENTS

USEFUL The stolen shipment in New Jersey is in the rail yard accessible from the south, northwest, or north portions of Garden Parkway Viaduct. Locate it along with the film reels dotted around this area.

The stolen shipment in Hell's Kitchen is also in a rail yard, but at the extreme north end, under a series of tunnels accessed at the south end of 12th Avenue. There's a solitary film reel nearby as well. Also don't forget the special secret stolen shipment, where a gang of bellboys must be tackled before their goods can be stolen! As ever, see "Tour of the City" for details.

PART 14: FAMILY FIGHTS AND EXECUTIONS

REASONABLE The Family fight occurs near Stromboli's Supplies, at the end of Galvin Street, near the two black market merchants. If you require a magnum upgrade or pistol ammunition, meet the merchant during the day to lessen the chances of stepping into this fracas...unless you're anxious to slay more mobsters. Look for a second Family fight under the highway south of Hell's Kitchen itself, and two locations where an execution takes place (see "Tour of the City" for details).

PART 15: AMBUSHES

REASONABLE There are three ambush areas in Hell's Kitchen, and as always, each is near a black market merchant. Head to purchase goods from them during the day to minimize your ambush chances. Locations of all the ambushes are shown in the "Tour of the City" section.

PART 16: FILM REELS

VITAL If you're still collecting film reels, then you aren't maximizing your respect levels. The film reels become less and less critical throughout the later stages of the campaign. Make sure you have all film reels collected by now, including those in Hell's Kitchen and Midtown. Don't forget the reels scattered occasionally in the loop area between Hell's Kitchen and Little Italy.

PART 17: EXECUTION STYLES

VITAL You should have completed all the execution styles by now. If you did, your neck-snapping, ledge tossing, head-shooting, problem-solving techniques are now at their zenith!



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Tom Hagen



Don Vito Corleone



Michael Corleone



Al Neri



Peter Clemenza

OVERVIEW: LITTLE ITALY

Your steady rise in importance in the ranks of the Corleone Family is about to pay out some real dividends. Michael has invited you to the compound to award you with one of the Family's highest honors: that of capo regime. You are now essentially an extension of the Godfather himself, and responsible to no other man. As soon as the ceremony is over, Michael has a number of testing jobs for you to attempt, including seven more hits and a meeting with Monk, who hasn't been himself since the Frankie incident.

"We've given you your own living, a lot of freedom, and now it is time to offer you more. From today I wish you to stand at my right hand, as my capo regime."

—Michael Corleone

MISSION OBJECTIVES

1. Return to the Corleone Compound.
2. Meet Monk near the hotel in Little Italy.
3. Get a hit contract.

PLAYERS



TOM HAGEN - Tom is always looking out for the Family, but he's determined that any accomplishments be attempted without violence. Tom's days as a consigliere may be numbered.



DON VITO CORLEONE - The Don seems visibly tired. He has recovered from the attempt on his life, but now that Michael has returned, he feels comfortable retreating to his garden and seeing his grandchildren.



MICHAEL CORLEONE - Michael Corleone is now the Godfather of the Family, and responsible for the important decisions. Although the combined power of the rival Families is great, his cunning may be greater.



AL NERI - Albert Neri prefers to go by "Al." He's a trusted and imposing enforcer, and a good friend of Michael's. He is responsible primarily for security of the Family's hotels, but he can try his hand at anything.



PETER CLEMENZA - Clemenza has been a rock-solid member of the Family since he and Don Vito came up together. Michael may be planning a long-overdue promotion.

AREAS OF INTEREST

STARTING AND FINISHING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



The Family compound hasn't seen this type of activity in a while. Don Vito and Don Michael are waiting to greet you, Al Neri finds you after the ceremony, and Clemenza waits in the basement.

Apparel

"THE SHARP SHOOTER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Closed	\$6,000	1,875	4/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	5/12
Pants	Dress Pants w/Belt	\$1,200	375	4/4	1/12
Shoes	Wing Tips	\$720	225	—	1/6
Glasses	Sunglasses	\$600	190	—	7/8
Total		\$8,520	2,665		

PART 1: A NEW KING IN TOWN



Journey to the Corleone Compound, exiting your vehicle, and checking in with the advisor. "Don Corleone would like to speak to you," he says.

CEREMONY 4: MICHAEL'S SECRET ARMY

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Once inside, head down the main corridor to the kitchen area, where **Tom Hagen** is conversing with **Don Vito**. They are discussing the fallout from the sit-down meeting.

Tom wants to know how to handle Tattaglia. Don Vito feels he isn't the biggest fish: "Tattaglia is a pimp. It wasn't until today, I knew it was Barzini all along..."



It seems **Don Barzini** is indeed the kingpin of this offensive against the Corleones. Now speak to Tom: "Your future with your Family is assured." The same can't be said for Hagen.

"With the honor of becoming a capo regime. They run the day-to-day operations of the streets, and command many men. Work hard, and gain his respect." It seems Michael has called you in for a promotion!



Speak to the Godfather for the last time: "The Family will grow strong with Michael in control. It is time for me to retire to my garden and my grandchildren."

Once you've finished speaking to Tom and Don Vito, go into Michael's office. He has to speak with you.



Michael is waiting by the desk. He tells you he wants you to be capo regime and that Tom is out as consigliere. He also reveals that Clemenza will be given his own Family.

"We must move with the times—until such time as we become unchallengeable."

PROMOTION:

CONGRATULATIONS ON YOUR PROMOTION TO CAPO REGIME! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED 5 PERCENT.



Michael has further information for you. Move to his desk, and talk to him. He has discovered an FBI operation and sent Monk ahead.

OBJECTIVE:

"Meet Monk near the hotel in Little Italy."

OBJECTIVE:

"Get a hit contract."



You may leave, but it's better to head for the Corleone weapons basement. Clemenza is testing out a pistol on some bottles. Talk to him.

"Ready to take down the fat man?" He asks. Clemenza has two final hits for you (19 and 20) to undertake at your leisure; the optimal time is right now.



Ascend to the ground floor and exit, but not before you greet Al Neri, a Corleone enforcer, and Michael's bodyguard. "Michael has a job for you. Are you interested?"

Al Neri has five last hits (14–18) for you. Agree to attempt the first of them before meeting Monk.

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Hit 14: George "Jaggy" Jovino

OVERVIEW: LITTLE ITALY AND MIDTOWN

Encounters



Al Neri



Jaggy Jovino



Rosa Morelli

Jaggy Jovino has turned against the Corleones, and he is passing information to the Barzinis. He doesn't know he's a marked man, so you can catch him visiting Rosa's in Little Italy. Let Jovino know how the Corleones deal with traitors, but be careful not to injure innocent girls in the crossfire.

"Remember George Jovino? Hate to tell ya, but he's dirty. He's holed up with Rosa at her flower shop, but he's on the Barzini payroll."

—Al Neri



MISSION OBJECTIVE

Put away Jaggy Jovino.

Apparel

"THE SUEDE ASSASSIN"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Leisure Coat	Open w/Vest and Tie	\$9,000	2,815	2/2	12/12
Dress Shirt	Purchased with Coat	—	—	1/3	4/12
Vest	Purchased with Coat	—	—	1/4	1/12
Tie	Purchased with Coat	—	—	2/9	1/17
Pants	Casual Pants w/Belt	\$720	225	1/3	11/12
Shoes	Wing Tips	\$720	225	—	5/6
Hat	Fedora—Wide Brim	\$900	285	1/2	7/10
Glasses	Sunglasses	\$600	190	—	4/8
Total		\$11,940	3,740		

Note

This outfit was worn when dealing with all five of Al Neri's hits.



Tip

This hit has been sanctioned by Al Neri. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



PLAYERS



AL NERI - Neri's in charge of Corleone hotel security, and Michael has given him a number of other jobs. He brings you Michael's word from a fountain in a Midtown park.



GEORGE "JAGGY" JOVINO - Jaggy was a boisterous, ill-mannered, but jovial sort. It is a shame you're going to have to kill him. His friendly nature masks a dirty rat, lying in Barzini filth. It's time for a clean up.



ROSA MORELLI - Rosa Morelli seems to be innocent in all of this, although why she's allowing Barzini gangsters into her venue is cause for concern. She isn't the target of this hit, however; remember that!

AREAS OF INTEREST

STARTING POINT: ID 033. N 15/16. CORLEONE COMPOUND: CORLEONE COURT AND WASHINGTON STREET.



The Corleone Compound is where you first meet Al Neri, and where he briefs you on his first hit. After this, Al Neri heads to a secret rendezvous point uptown, for all future hits.

HIT 14: GEORGE "JAGGY" JOVINO

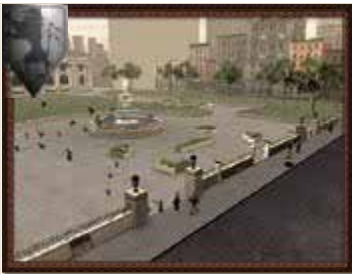
Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

HIT POINT: ID 317. R 12. ROSA'S: ALLEYWAY
(LEADING TO FOURTH AVENUE) OFF EAST HOUSTON STREET.



The storefront is oddly absent of people. Not only is the party being held upstairs, but Barzini gangsters have disgraced this residence with their presence.

FINISHING POINT: ID 163. WEST SIDE OF FOUNTAIN, BRYANT PARK,
NEAR NY LIBRARY: 40TH STREET AND SIXTH AVENUE.



Al Neri has left the confines of the compound for a more centralized location in Midtown, where he remains to offer hits and guidance.

PART 1: BYE, GEORGE

OBJECTIVE:

"Put away Jaggy Jovino."

Caution The bonus condition is to shoot Jovino without harming any of the escort girls. Complete the task in this manner to receive a bonus.



Park at the flower shop and enter. Ignore the proprietor, and stride around the counter to the door leading to the back room. Head up the stairs with your gun drawn.



Tip A single-shot pistol is preferable in this case, as a rapid-fire weapon discharges more shots, allowing more chance for an accidental deaths.



Jaggy isn't the only patron in this establishment; there are three Barzini bodyguards on the upper floor. Use wall cover, head to the top of the stairs, aim at the first one, and take him out.



The other two goons are on opposite sides of this building, and you don't want to be caught in the crossfire, so enter the landing, and head toward the large window. Slay the second bodyguard who takes cover behind the sofa.



Take cover by the wall near the clock, and shoot the final of the three foes who opens the bedroom door.

Move to the wall on the left side of the bedroom door, and use the camera to peer inside at Jovino.



Do not harm Rosa! Step through the doorway, targeting Jovino's head, and shoot him with a single round. You can line up the head shot if you hide to the right side of the door. Inspect the room and optionally talk to the girls.

Rosa doesn't understand the violence, and she tells you as much if you talk to her. But didn't she have Barzini hit men in her establishment? Leave. Your heat level rises if you shoot witnesses.

Note Complete this hit by shooting Jovino without wounding any ladies of the night, and receive the following bonus: \$45,000, +77,000 respect.



Visit Al Neri for your next hit. He has moved to the west side of the fountain in Bryant Park, Midtown. Head over there for Michael's next contract hit.



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HIT 15: Big Bobby Toro

OVERVIEW: MIDTOWN

Encounters



Al Neri



"Big" Bobby Toro

Big Bobby Toro is a Barzini capo who's wanted by the Corleones. The Barzinis know that there's only one place in the world where he can't be touched—the jail on Riker's Island. Stop Bobby Toro from getting to Riker's, but don't kill any police in the process. The Corleones don't need any more heat!

"Barzini's trying to hide Big Bobby Toro, his favorite capo, by putting him in Riker's. Break into the police station and make sure he never makes it there."

—Al Neri



HIT POINT: ID 018. Q 6. MIDTOWN PRECINCT POLICE STATION:
40TH STREET AND THIRD STREET.



As in the police stations in the city's other boroughs, you can maneuver only around the left side. This contains four to five cops, a couple of cars, and your target.

Tip This hit has been sanctioned by Al Neri. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



MISSION OBJECTIVE
Dispatch Big Bobby Toro.

PLAYERS



"BIG" BOBBY TORO - Toro's a stone-faced killer and he hates law enforcement, but in the hands of the police, and a supposedly cushy cell over at Riker's Island, he can cause the Family serious problems. Prevent this.

AREAS OF INTEREST

STARTING POINT: ID 163. WEST SIDE OF FOUNTAIN, BRYANT PARK, NEAR NY LIBRARY: 40TH STREET AND SIXTH AVENUE.



Al Neri stays in the Midtown area for the duration of his contract hits, letting you know Michael's execution needs. He's by the fountain, right next to Sixth Avenue.

PART 1: COP CROPPER

OBJECTIVE:
"Dispatch Big Bobby Toro."

Caution The bonus condition is to execute Toro without killing any officers of the law. Complete the task in this manner to receive a bonus.



Begin your mission with your heat level at a minimum. Bribe a beatcop in Midtown to ensure that the violence to come doesn't raise your heat to unmanageable levels. Then drive to the Midtown police station.

Four police officers guard Toro, who is hiding behind the police car at the back of the building. Careful gunplay is required.

HIT 16: PIETRO TESTA

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Stand in cover, and **kneecap the first officer**. Another shot would kill the officer, and there's no cop killing allowed!

The crippled cop rises to his feet in a few moments, so **kneecap the second and third officers** as you run to the far side of the back police vehicle.



Watch for a policeman inside the room to the left, behind you. Either kneecap him or ignore his firing, and get down behind the cop car.



This hit isn't pretty, but it works if you **aim at Toro now** (he's likely to be cowering in a corner or around the car) and blast him with a head shot. Do this immediately!

Steal the police car and drive away. Do not run over any cops on the way out! If too many prone cops block your path, sprint away instead.

Caution

The hit may have succeeded, but you have to survive the aftermath. Head south to the nearest doctor's (Dr. Alexander Noel on 34th and 3rd), then escape to a safehouse. Return to Al Neri for your next assignment.



Note

Complete this hit by executing Bobby Toro, but leave all the cops guarding him alive, and receive the following bonus: \$45,000, +82,500 respect.



Hit 16: Pietro Testa

OVERVIEW: MIDTOWN AND LITTLE ITALY

The Corleones are losing favor with the local police chiefs, and Pietro Testa, a Barzini capo, is the reason why. He's been earning their loyalty in exchange for special privileges at Barzini brothels. Send the Barzini a message by assassinating Testa when he's shaking hands with the chief.

"Pietro Testa has been trying to play the cops against us. He's scheduled to make a payment drop somewhere along the Bowery in Little Italy. You know the drill by now."

—Al Neri



MISSION OBJECTIVE

Execute Pietro Testa.

Tip

This hit has been sanctioned by Al Neri. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



PLAYERS



PIETRO TESTA - Testa is a capo from the Barzini Family, and his meeting with the chief of police is troubling. Testa could be a key in the resurgence of his Family. Make sure he can't have an open coffin at his funeral.

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Al
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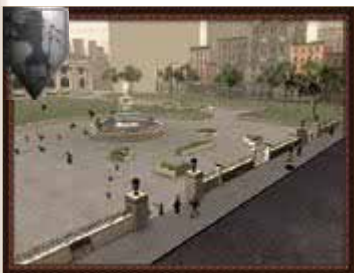
Pietro
Testa



Domenico
Mazza's
Bodyguard

AREAS OF INTEREST

STARTING POINT: ID 163. WEST SIDE OF FOUNTAIN, BRYANT PARK, NEAR NY LIBRARY: 40TH STREET AND SIXTH AVENUE.



Al Neri stays in the Midtown area for the duration of his contract hits, letting you know Michael's execution needs. He's by the fountain, right next to Sixth Avenue.

HIT POINT: ID 135. P 16/17. LITTLE ITALY MUNICIPAL BUILDING: CHAMBERS STREET AND LAFAYETTE STREET.



The impressive ornate architecture of the Municipal Building in south Little Italy masks the corruption that sometimes goes on inside. Look for the giant arch; the meeting takes place in this well-defended location.

PART 1: TESTA YOUR AIM

OBJECTIVE:

"Execute Pietro Testa."

Caution The bonus condition is to bring Testa down as the handshake with the police chief occurs. Complete the task in this manner to receive a bonus.



First do a little **preparation** before you waltz into a meeting between the Barzini and the police. Go to the Little Italy police station (ID 011) and **bribe the chief**. That way, you won't be shot on sight by the cops.



Head to the southern part of Little Italy, and approach the Municipal Building on foot, **from the west, moving east along Chambers until you reach Lafayette**. Park a vehicle at this arch, on Lafayette Street. Don't drive in!

Stay silent, and enter the huge, grand archway, **maneuvering through the area to the parked car**. Beyond this vehicle, the meeting is about to be completed; Testa is walking to the chief, now!



Continue to creep forward until you reach the **car's left front tire**, and continue to crouch down at this point. Watch the meeting intently. Do not reveal a weapon yet.



Testa is walking toward the chief with his back to you. As soon as the two meet, **produce your favored single-shot weapon**. Fire as soon as the handshake starts.

Fire off a couple of rounds to **ensure that Testa is dead**. After that, all hell breaks loose! Try to shoot the Barzini henchman standing near the car you're hiding behind; then **flee back to the vehicle you parked**, and escape. Shooting the remaining Barzini goons is optional.



Note Complete this hit by executing Pietro Testa during the handshake with the chief, and receive the following bonus: \$30,000, +88,000 respect.



Hit 17: Domenico Mazza

OVERVIEW: MIDTOWN

Domenico Mazza is the Barzini consigliere. He is independently wealthy, but deeply paranoid, and he's using his money to finance an army of bodyguards. Taking Domenico out will be dangerous, so try to get one of his men to turn against him.

"The Barzinis are like wounded animals. If anyone can heal them it's Domenico Mazza, their consigliere."

—Al Neri



MISSION OBJECTIVE

Put away Domenico Mazza.

Tip

This hit has been sanctioned by Al Neri. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



PLAYERS



DOMENICO MAZZA'S BODYGUARD - Mazza has two bodyguards who can be persuaded to work on your behalf. Either (but not both) can be bribed for \$10,000. It's a small price to pay for help in Mazza's execution.



DOMENICO MAZZA - Domenico may have money to burn, but you can't buy loyalty these days. Even a walk in the park becomes a carefully choreographed affair; Mazza is the man in the middle.

AREAS OF INTEREST

STARTING POINT: ID 163. WEST SIDE OF FOUNTAIN, BRYANT PARK, NEAR NY LIBRARY: 40TH STREET AND SIXTH AVENUE.



Al Neri stays in the Midtown area for the duration of his contract hits, letting you know Michael's execution needs. He's by the fountain, right next to Sixth Avenue.

HIT POINT: O/P 10. UNION SQUARE: 17TH STREET AND BROADWAY.



Expect heavy resistance from the green-suited goons prowling this park. Usually, this park (once the playground of the upwardly mobile) is a place for people to hold rallies.

PART 1: PAYOFF, THEN PAYBACK

OBJECTIVE:

"Put away Domenico Mazza."

Caution

The bonus condition is to kill Mazza, but to first bribe a bodyguard. Complete the task in this manner to receive a bonus.



Pack some serious henchmen-killing equipment with you before you start this mission. The combat area is the wide-open Union Square. Set off (usually heading south), and stop on 17th Street (or 14th if you're heading north).

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Al
Neri



Domenico
Mazza's
Bodyguard



Domenico
Mazza



Emilio
Barzini, Jr.



A Barzini gangster beckons you over. In fact, there are two—one on the north and one on the south side of the square. Approach either one, and talk to him. It takes \$10,000 to bribe one.

The bribed guard takes off running directly into the park, and the loyal Barzini henchman soon cuts him down. Follow him down, and begin the attack.



There are around six guards to off, including the guard you could have bribed at the opposite end of the park (remember, you can bribe only one of them!). Use the low hedges as cover, and blast away.

Hit 18: Emilio Barzini, Jr.

OVERVIEW: MIDTOWN

Emilio Barzini, Jr., is the new Barzini underboss. He's holding a funeral for their late consigliere, Domenico Mazza. Use this opportunity to wipe out the Barzinis once and for all! Emilio is quick and smart enough to flee when he's outmatched, so make sure to stop him before he escapes.

"The Barzinis are having a funeral for their former consigliere, and we believe this is the perfect opportunity to target Don Barzini's son Emilio."

—Al Neri



MISSION OBJECTIVE

Execute Emilio Barzini, Jr.

Tip This hit has been sanctioned by Al Neri. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



PLAYERS



EMILIO BARZINI, JR. - Emilio is handy with a pistol, and he's the highest-ranking Barzini you've targeted so far. The fact that you're attacking this Family at the funeral of one of their key members (who you also offed) won't be lost on them.

AREAS OF INTEREST

STARTING POINT: ID 163. WEST SIDE OF FOUNTAIN, BRYANT PARK, NEAR NY LIBRARY: 40TH STREET AND SIXTH AVENUE.



Al Neri stays in the Midtown area for the duration of his contract hits, letting you know Michael's execution needs. He's by the fountain, right next to Sixth Avenue.

HIT POINT: ID 041. Q 5. ST. CHARLOTTE'S CHURCH: 42ND STREET AND THIRD AVENUE.



From baptisms to burials, Saint Charlotte's Church has been the de facto place for the Barzini's to congregate over the years. It may be time to hire a few more gravediggers.

PART 1: BURYING THE BARZINIS

OBJECTIVE:

"Execute Emilio Barzini, Jr."

Caution The bonus condition is to execute Emilio's entire team of guards first. Complete the task in this manner to receive a bonus.



Before you head to St. Charlotte's, purchase a room, and extort the owner of the Peak Hotel (ID 360). This provides a good base if matters take a turn for the worse. There are two ways to tackle Emilio:



PLAN 1: SIDE ALLEY

SHENANIGANS

NOT RECOMMENDED



Either plan involves a truck, but it all depends where you park it. You can drive down the side alley to the right of the cemetery, running over a couple of foes at the entrance.



Then get out, and use the wall cover to look around and spot the Barzini gangsters in the graveyard. The problem is that you can be fired on by multiple foes.

When you've dropped a couple of enemies, dash into the cemetery, behind the graves on the right, and look over to the remaining bodyguards milling near the crypt; Emilio is usually here.



Shoot all of the foes in the graveyard, and then note Emilio firing back at you. This means you haven't cleared the area of foes yet!

The final bodyguard is in the church, and you have to enter via the side door (leaving you exposed to shots), or head all the way around to the front door. The punk is waiting for you, too.

PLAN 2: CHURCH ENTRANCE

RECOMMENDED



A better plan is to lurch your truck into a stationary position at the front doors to St. Charlotte's. Get out, crouch by the rear tire, and plug your first foe through the graveyard entrance to the right.

Once one or two bodyguards have been shot from this position (but not Emilio; check the name of the victim before firing!), enter the church via the front doors.



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Emilio
Barzini, Jr.



Peter
Clemenza



Luciano
Fabbri



Crouch down behind the pews. An enemy comes in from the right side door ahead of you. Shoot him in the head, then check the confessional for a health bottle.

Head through the church. You can easily defeat a shotgun-wielding thug from the side entrance steps. Now head back to the graveyard.



There should be only a couple of enemies remaining, not including Emilio. Use gravestones as cover, pop up, and blast each foe. Then turn and challenge Emilio.

LAST EXIT FOR EMILIO



Be aware of Emilio's location when you defeat the sixth and final bodyguard. Once all are slain, Emilio runs away.

Sprint after him, and execute him on the streets. Don't follow him too far or he may run to a Barzini-owned business, and you'll have multiple targets. He usually runs north on 3rd; drop him before he reaches 42nd Street.

Note Complete this hit by slaying Emilio after every bodyguard has died, and receive the following bonus: \$60,000, +104,500 respect.



Note This concludes Al Neri's contact hit missions. You should now begin Mission 20: "Order to Kill", but first finish Peter Clemenza's or The Trojan's hits, if you haven't yet done so.



HIT 19: Luciano Fabbri

OVERVIEW: LITTLE ITALY AND HELL'S KITCHEN

Luciano Fabbri is the Cuneo consigliere. Although there is an unsteady truce between the Cuneos and Corleones, Luciano has been longing for a war. He is an influential voice in the Cuneo ranks, so take out Luciano before he can cause trouble.



"Avoid his little pack of goons, and make sure Fabbri sleeps with the fishes."

—Peter Clemenza

MISSION OBJECTIVE

Take out Luciano Fabbri.

PLAYERS



PETER CLEMENZA - Clemenza has a number of contracts that he can't trust others to handle: a mixture of personal vendettas and odd takedowns involving more deranged gangsters. He hopes you can handle these orders.

HIT 19: LUCIANO FABBRI

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



LUCIANO FABBRI - Luciano "the Fat Man" has a wide girth and a larger understanding of the inter-Family squabbling. He's readying to wage war against the Corleones, who he believes will overrun his Family. He's correct in his assumption, of course, which is why the hit was ordered.

Apparel

"ODD-JOB MAN"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	3/12
Tie	Purchased with Coat	—	—	1/9	15/17
Pants	Dress Pants w/Belt	\$1,200	325	1/4	1/12
Shoes	Wing Tips	\$720	225	—	1/6
Hat	Homburg	\$600	190	—	1/10
Glasses	Sunglasses	\$600	190	—	1/8
Total		\$15,120	4,680		

Note

This outfit was worn when dealing with Clemenza's final two hits.



Tip

This hit has been sanctioned by Peter Clemenza. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



AREAS OF INTEREST

HIT POINT: 15. **HELL'S KITCHEN:** MARKET STALLS OPPOSITE MARINELLI'S FISH MARKET (ID 327), 42ND STREET AND 11TH AVENUE.



This profitable market gets a steady flow of customers. The Cuneo presence surrounding Fabbri is strong, as he wishes his strength in the Family to be well-known.

FINISHING POINT: ID 033. N 15/16. **CORLEONE COMPOUND:** CORLEONE COURT AND WASHINGTON STREET.



The Corleone Compound is Clemenza's haunt for these final two hits; he's waiting in the basement of the nearer mansion, testing out the equipment in this area.

PART 1: SLEEPING NEAR THE FISHES

OBJECTIVE:

"Take out Luciano Fabbri."

Caution

The bonus condition is to remove Luciano Fabbri by taunting him prior to his death. Complete the task in this manner to receive a bonus.



The task at hand may be straightforward, but the lack of cover can be a problem. If your vendetta level with the Cuneos is low, drive slowly past the stalls, casing the joint.

If your vendetta levels are higher, drive past before you accept the hit. Then, once you've spotted all of Fabbri's bodyguards, attack the rotund fellow in one of two ways:

PLAN 1: CAR-SIDE CARNAGE

OPTIONAL



Swing your vehicle around so it forms a barrier between you and the enemies. Get out on the driver's side, opposite the Cuneo hit team, so you aren't winged. Crouch behind the vehicle.

As always, a truck is the best bet, due to its toughness. Target each Cuneo foe and blast them from the crouched position after aiming at their heads. Continue this until only Fabbri is left. Run away if your vehicle catches fire.

PLAN 2: A MARKET MAN

RECOMMENDED



The third plan is the safest. Stroll into Marinelli's Fish Market opposite the stalls (or dash in from your vehicle if your vendetta level is high).

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Luciano
Fabbri



Peter
Clemenza



Marco
Cuneo



Crouch behind the windowsill, and produce your favorite weapon. The Cuneos begin to fire, but they're across the street, and you can easily target four of them in quick succession.

Note You can also lob a Molotov cocktail into the stalls, or drive over the enemies in your car. However, this doesn't guarantee the survival of Fabbri, and he needs a quick talking to if you want your bonus.



FINISHING OFF THE FAT MAN



Now for the final foe, Fabbri himself. The bonus stipulation indicates a taunt, and this is achieved by first kneecapping him.



Grab Fabbri by the collar and talk to him. Once you speak with him, your bonus objective is activated.

You can now defeat Fabbri however you see fit.

Note Complete this hit by defeating Luciano and taunting him with a menacing chat before his demise, and receive the following bonus: \$45,000, +110,000 respect.



OBJECTIVE:
"Get a contract hit."

Now return to the basement of the Corleone Compound to receive your final contract hit mission from Clemenza.

Hit 20: Marco Cuneo

OVERVIEW: LITTLE ITALY AND HELL'S KITCHEN

Marco Cuneo is underboss and son of the Don. He has an outstanding public reputation and is friendly with law enforcement. Privately, he's a brutal commander, and he is responsible for the deaths of many Corleone soldiers. Find Marco and seek revenge, but be smart—make it look like an accident.

"Marco's seen as a well-respected businessman, even by the cops. Gotta be an accident...."

—Peter Clemenza



MISSION OBJECTIVE

Eliminate Marco Cuneo.

Tip This hit has been sanctioned by Peter Clemenza. It can be attempted any time after Ceremony 4, which is also the optimal time to attempt this hit (before you begin Mission 20: "Order to Kill").



PLAYERS



MARCO CUNEO - Marco Cuneo is well aware of how the public's impressions of organized crime can be swayed. Being an approachable "everyman," but a ruthless player behind the scenes, has worked for Marco. Until now.

AREAS OF INTEREST

HIT POINT: K 7. OUTSIDE CORNER OF GRAND POST OFFICE: 33RD STREET AND 9TH AVENUE.



The corner of the grand old post office in Hell's Kitchen houses a rickety newsstand, which has recently been taken over by a few Cuneo bodyguards.

PART 1: ACCIDENTAL DEATH

OBJECTIVE:

"Eliminate Marco Cuneo."

Caution

The bonus condition is to defeat Marco Cuneo by throwing him into a ditch or rail yard. Complete the task in this manner to receive a bonus.



The first plan is to purchase a room at the Tattaglia flophouse called Mrs. Spillane's (ID 419) a block east of Cuneo's position. That way you can easily flee the scene, or approach from any angle. Try one of two plans:



PLAN 1: FROM THE STEPS

RECOMMENDED



Drive to the base of the steps of the post office (ID 155) on the corner of 9th and 33rd, and Crouch behind the sloping wall at the end of the steps, and shoot the nearest bodyguard. Slay the remaining foes, except for Marco.

PLAN 2: COCKTAIL, ANYONE?

OPTIONAL



A slightly maverick plan is to lob a Molotov cocktail from your hiding position, taking down most of Marco's crew. Then finish them with gunshots; a second cocktail could finish Marco, which isn't advisable.

FINISHING MARCO



Once the three Cuneos have been eliminated, kneecap Marco. This temporarily stops him from shooting. Move into the newsstand area and hide behind the corner column.

Or, if you are approaching from east to west along 33rd, Marco sometimes runs across the street, away from you. Once he's temporarily incapacitated with a knee shot, grab him.



He's a wiggler! Grab Marco, and shove him to the ledge on the opposite side of 9th Avenue. If he pushes you away, soften him up with some quick punches.

Now dangle Marco over the side of the ledge, or shove him from the sidewalk, and watch him topple back, over the side and into the rail yard below. For extra amusement, try launching him from the middle of the ledge, so he lands on a railcar!

Note

Complete this hit by defeating Marco by dropping him off the side of the ledge, and receive the following bonus: \$45,000, +165,000 respect.

**Note**

You should now begin Mission 20: "Order to Kill", but first complete any of Al Neri's or The Trojan's hits if they are outstanding.



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Mission 20: Order to Kill

OVERVIEW: LITTLE ITALY

Encounters



Monk
Malone

A rat's been giving the FBI key information on Corleone rackets and movements for months now. Michael sends you to uncover the truth about the snitch; even he doesn't know who the traitor is until Monk attempts to slay the agent he's been working with. Monk, a traitor? Jimmy DeNunzio, an enforcer working for Michael, phones the new Godfather to tell him Monk has finally revealed himself. Monk flees, and it's up to you to follow his trail to a nightclub, and bring this traitor to justice. Everybody has to die sometime; those dishonoring the Family just die sooner.

"When you killed Frankie'...THEY killed Frankie, I just didn't care any more. You're gonna let me go, or you're gonna die trying to stop me, so help me...."

—Marty "Monk" Malone



MISSION OBJECTIVES

1. Meet Monk near the hotel in Little Italy.
2. Find the snitch in the hotel.
3. Track down Monk.
4. Kill Monk.
5. Meet Tom at the Corleone Compound.

Apparel

"MR. C. CHAPLIN"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Open w/Vest and Tie	\$10,200	3,190	1/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	3/12
Vest	Purchased with Coat	—	—	3/4	12/12
Tie	Purchased with Coat	—	—	1/9	9/17
Pants	Casual Pants	\$0	0	1/3	1/12
Shoes	Dress Shoes	\$0	0	—	1/6
Hat	Homburg	\$600	190	—	1/10
Total		\$10,800	3,380		

PLAYERS



MONK MALONE - Monk was once a good friend, but after Frankie's death, you became increasingly distant, and Monk has been seen as something of a loose cannon. His loyalty is also questionable.



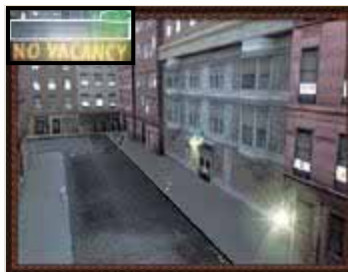
FBI AGENT - A senior FBI agent has been secretly connecting the dots and building a case against the Corleones for months now, as the impressive flow chart behind the agent's head shows.



JIMMY DENUNZIO - Another of Michael Corleone's enforcers, Jimmy may appear to be slightly shifty, but he's a loyal Family member and he works behind the scenes for Michael on many operations.

AREAS OF INTEREST

STARTING POINT: ID 253. S 13. BOWERY HOTEL:
EAST HOUSTON STREET AND PITT STREET.



This Barzini hotel is brimming with Barzini goons, and it hides a secret on its upper floors. Monk seems to know this place a little too well. This rundown flophouse is owned by "Bowery" Bill Shipp.

MISSION 20: ORDER TO KILL

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

FINISHING POINT: ID 355. O 16. VA VA VOOM ROOM:
DUANNE STREET AND WEST STREET.



This is a hot little nightclub, and a favorite spot for Monk Malone, who likes the girls in this part of town. The proprietor is Viani Barzini, who has a soft spot for Mr. Malone.

PART 1: BATTLING AT THE BOWERY HOTEL



Travel across from your Grand Apartment safehouse (the closest to this area, unless you already have a room at the Bowery), and wander to the meeting point. Speak to Monk.

Note If, for some reason, you haven't attacked and taken over the Tattaglia warehouse (ID 088) to the south of this area, Monk will be armed with a shotgun, and the two of you should tackle the Tattaglia roadblock. Then speak to him.



Monk tells you there's a snitch holed up inside the hotel. This is at odds with the information Michael Corleone provided you, and you protest Monk's odd reasoning.

"We gotta get in there and find the rat. This can't wait!" Monk tells you, then he runs toward the building. Monk has seemed a little out of sorts since the business with Frankie.

OBJECTIVE:

"Find the snitch in the hotel."



You have little choice but to follow Monk's lead. Dash across the road to the hotel entrance, and draw a weapon of your choosing. Monk tells you to lead the way. Open the doors.



You're greeted by a Barzini welcoming committee inside the foyer. An upgraded weapon with a good amount of damage, such as the street sweeper, is good to use here.

Dive behind the sofa, and line up a shot with each of the three goons and blow them apart. When all three are defeated, check the elevator; it is locked. The only way is up the stairs.



Ascend the stairs. If you let Monk go first, he absorbs a shot as you both round the corner and receive gunfire from the open apartment door ahead and to your right.

Stand on either side of the door and blast the Barzini thug behind the counter. Enter and secure this apartment. Make short work of the foe in the bedroom on the right.

A quick search of this one-bedroom apartment reveals a health bottle on the window table. Come back for this later, if you need it. Now return to the stairwell and check both directions for a new foe.



Continue to ascend the main staircase to the third floor. On your way up, slay another Barzini gangster, and a second foe bursting through the apartment door on the landing.

Wait for Monk the maniac to arrive, and let him through the right door. Stand between the doors, using wall cover.



Spring out and deliver a punishing blow to the two Barzini goons behind the bar. When there is only one remaining enemy, enter via the right door, and optionally check the sofa in the bedroom for weapons and a health bottle. Return to the living room.

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Monk
Malone



FBI
Agent



Jimmy
DeNunzio



Stand by the middle wall and flush out the foe behind the sofa on the opposite wall. Once he's down, secure both rooms, and climb up the stairs to the fourth floor. Walk to the left door on the landing; there are no more enemies.



You follow Monk as he kicks down the door and strides into the apartment. An older, suited gentleman rises to his feet with a start. "What the fuck are you doin'? We had a deal, Malone!" he shouts.

"You stinking traitor rat!" Monk cries, blasting the suited fellow numerous times in the chest.

You are confused. "Jesus Christ, Monk—who is this guy?" you shout. A figure appears at the door.

Monk turns, "Jimmy—what the fuck are you doing here?" "Michael sent me." This is Jimmy DeNunzio; one of Michael's key enforcers. Monk quietly walks out the door. Jimmy explains that Monk is the informant. He must be tracked and executed.

OBJECTIVE:

"Track down Monk."

PART 2: VROOM TO THE VA VA VROOM ROOM



You must now locate and slay Monk Malone. In three minutes, you must cross Little Italy and locate the Va Va Vroom Room, where Monk has acquired a load of new friends.

DeNunzio has trailed Monk a couple of times, so he knows where he's heading: the Va Va Vroom Room off Broadway. Sprint down to the foyer and exit the hotel. Run along East Houston Street until you secure a ride.



It takes around **one minute and 10 seconds** to reach the Va Va Vroom Room, if you have a moderately fast car, take the quickest route, and don't crash. Head west along East Houston Street.

Accelerate all the way from one end of East Houston Street to the other. Stay to the left. Turn left onto Broadway.



Cross Canal Street at full speed and turn right onto Worth Street. You're getting close to the Barzini-owned Va Va Vroom Room club. Skid left, onto West Street. Park at the entrance.



You grab Monk by the collar at the hotel entrance. "Monk! What happened to you?" He seems reluctant to take responsibility for selling out the Family.

"I was never gonna be made like you." He's not a native of Sicily. "His tone becomes more menacing: "You're gonna let me go, or you're gonna die trying to stop me, so help me..."

PART 3: MURDERING MALONE

OBJECTIVE:

"Kill Monk."

Monk flees into the stronghold he told no one about and leaves you to battle through waves of Cuneo scumbags to reach him. Even though this is a Barzini club, Monk seems to have made friends across Family lines. Only

kill Monk after you secure the area of enemies.



MISSION 20: ORDER TO KILL

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Silence the Cuneo thug who's attempting to thwart your progress through the foyer. Produce a weapon, and dispatch him promptly. Use your guns.

Methodically slay the foes throughout the building, before entering the main club floor. Moving to the corridor leading to the stairs. Blast the foe on the landing.



Climb to the upstairs bar. There are two or three foes across from you, near the small stage. Watch for them, but prepare for an ambush!

Crouch, move to the table closest to the stair entrance, and then swing around. There's a goon behind you, in the alcove to the right of the bar. Be sure he's slain first.

Systematically defeat the three foes in the bar area; pop up from the table, shoot each one in the head, and dip back into cover.

Step out and circle around the last foe to destroy him. Check the room for dropped items and health, then descend to the corridor that links back to the safe and sill.



Run to the door on the left wall, and use wall cover. Spot Monk striding about the room. Or, he'll be on the left side stage you can't see yet.

Stay at the doorway, and line up shots with a foe or two inside the room. Then check the corridor for any missed enemies. Now enter the main club area, sidestepping right, behind the bar.

Tip Use an upgraded handgun to punish the remaining thugs. There are a few thugs in close proximity. The quickest takedowns are head shots from a pistol.



Once behind the bar, crouch and aim at the Cuneo scumbags swarming the area. Aim and drop the first one you target, then deal with the rest.

When Monk is the only enemy left, kneecap him so he falls forward. Step over to him before he stands.



You can prolong Monk's agony by using your fists or a bat. Or, you can shoot him in the head at close range while he's on his knees.

Once you've offed Malone, blow up the safe by the sill near the foyer, if you haven't yet. Step outside. An advisor lets you know Tom wants to see you.



OBJECTIVE:

"Meet Tom at the Corleone Compound."

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Mission 21, Rendezvous 6: Prelude

OVERVIEW: LITTLE ITALY AND BROOKLYN

Encounters



Tom Hagen



Salvatore Tessio



Willy Cicci

A short, but not particularly sweet, rendezvous sets up the inevitable: another member of the Corleone Family has been exposed as a traitor and is partly responsible for Sonny Corleone's death. You must travel to the compound and meet Tom Hagen, who explains that you must rendezvous with one of Michael's most trusted hit men to receive further instructions.

"Tell Mike it was only business. I liked him."

—Salvatore Tessio



AREAS OF INTEREST

STARTING POINT: ID 033. N 15/16. CORLEONE COMPOUND:
CORLEONE COURT AND WASHINGTON STREET.



A car has been sent to pick up Salvatore Tessio, to deliver him and hit man Willy Cicci to Brooklyn. Tom is standing in the grounds, waiting to speak with you.

FINISHING POINT: ID 216. W 15. EMBASSY CLUB.
FLEET ALLEY AND FRONT STREET.



Sal Tessio's own hopping joint is the setting for what he believes is a meeting with Michael Corleone. You meet Willy Cicci outside the venue, who explains the real plan.

MISSION OBJECTIVES

1. Meet Tom at the Corleone Compound.
2. Meet with Willy Cicci in Brooklyn.

PLAYERS



TOM HAGEN - Tom is soon to leave his post as consigliere, but Michael has a final task for him to perform: to brief you on the status of the target and rendezvous with a new friend of the Family.



SALVATORE TESSIO - Salvatore Tessio thinks he's been driven to a meeting at his Brooklyn hangout, and that Michael will be there. In fact, he's key to the slaying of the final rat in the Corleone nest. Only then will the Family be purged.



WILLY CICCİ - Although Cicci's demeanor may cause you to think otherwise, he's a team player and a loyal soldier.

Apparel

"Cicci Boy"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Sport Coat	Closed w/Tie	\$7,200	2,250	1/4	3/12
Dress Shirt	Purchased with Coat	—	—	1/3	8/12
Tie	Purchased with Coat	—	—	7/9	5/17
Pants	Dress Pants	\$1,080	340	2/4	3/12
Shoes	Dress Shoes	\$0	0	—	1/6
Hat	Fedora—Narrow Brim	\$840	265	1/2	3/10
Total		\$9,120	2,855		

MISSION 22: IT'S ONLY BUSINESS

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

PART 1: SAL SELLS OUT



After you've saved your game and driven to the Corleone Compound once again, optionally walk up to Sal Tessio and talk to him. Locate Hagen now.



"Sal and I go way back," Tom begins. "It's unfortunate." The Corleones have figured out that Tessio did more than just relay information between Families; he was an instigator prior to Sonny's death. Sal thinks he and Michael are meeting in Brooklyn to discuss Tessio's rise in power. "Instead, Michael won't be with him. Willy will tell you the rest when you leave."

OBJECTIVE:

"Meet with Willy Cicci in Brooklyn."



Following Sal Tessio's vehicle isn't an option; they are well ahead when you locate a vehicle (either a Family car or the perambulator you arrived in). Head up to Canal Street and turn right.

Pass the Bowery and head onto the Manhattan Bridge. At the tollbooth, turn right onto Tiffany Lane.

At the junction with Main Street, turn right, and follow the road until you reach Front Street. Turn right once more. The Embassy Club is on your right.

Tip

Before you begin to shoot up the Embassy Club and rake Sal Tessio with bullets, ignore the blue shield, and instead head to the St. Sebastian Hotel to save your progress at the room there. That way, you're fully ready for the carnage to come.



Mission 22: It's Only Business

OVERVIEW: LITTLE ITALY AND BROOKLYN



"Sal gets caught in the crossfire?"

—Capo Trapani

"It could play out that way, yeah. At the very least, it'll give ya some cover!"

—Willy Cicci

Salvatore Tessio came up with Peter Clemenza and Don Vito Corleone and was a key to the Family's growth. He's perhaps the hardest traitor to kill, but the deed must be done; Tessio had set up a truce meeting between Michael Corleone and the Barzini, but his intent was to betray Michael and let the Barzini thugs loose on him. The meeting in Brooklyn was a trap, and when Tom Hagen heard of this, he changed the man to send to the meeting; you're the main player now! Although the intention is to have Tessio caught in the crossfire of the ambush, the place is swarming with Barzini foes, and Tessio begins a convoluted path through the ground floor, the basement, then back to ground floor. Chase Tessio to his bar and execute him—for purely business reasons.

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Willy
Cicci



Salvatore
Tessio

MISSION OBJECTIVES

1. Meet with Willy Cicci in Brooklyn.
2. Follow Tessio into the Embassy Club.
3. Assassinate Tessio.
4. Meet Michael at the baptism in Little Italy.

PLAYERS



WILLY CICCİ - Willy Cicci greets you and informs you of the task at hand, then stays in the club's main corridor to fire on enemies and ensure that Tessio doesn't escape to the street. You're in charge of tracking him, however.



SALVATORE TESSIO - This once-venerable member of the Corleone Family must be put to rest in his own bar. Ignore his pleadings. As he said of Sonny's murder, it's purely business.



TOM HAGEN - Tom Hagen is waiting for you outside the club to tell you Michael Corleone has requested your presence before a scheduled baptism tomorrow.

AREAS OF INTEREST

STARTING AND FINISHING POINT: ID 216. W 15. EMBASSY CLUB: FLEET ALLEY AND FRONT STREET.



What was once the hub of activity during your take-over of Brooklyn becomes the scene of Tessio's death by your hand. The place is swarming with Barzini gangsters too; eradicate them.

Apparel

"THE TESSIO TUSSLER"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Dress Shirt	Rolled-up w/ Suspenders and Tie	\$3,000	940	1/3	9/12
Tie	Purchased with Shirt	—	—	1/9	12/17
Pants	Dress Pants	\$1,080	340	2/4	1/12
Shoes	Dress Shoe	\$0	0	—	1/6
Hat	Fedora—Narrow Brim	\$840	265	1/2	1/10
Glasses	Sunglasses	\$600	190	—	8/8
Total		\$5,520	1,735		

PART 1: TACKLING TESSIO



It is preferable to have left an owned apartment room at the St. Sebastian Hotel (ID 255) before you meet with Willy Cicci. Run a block to reach his location, outside the Embassy Club.



Willy speaks, "Walk in behind Sal; we'll see how many they are." "So Sal gets caught in the crossfire?" you respond. Willy shrugs, "It could play out that way, yeah. At the very least, it'll give ya some cover!"

OBJECTIVE:

"Follow Tessio into the Embassy Club."

You're not three steps through the door before a Barzini gangster fires a shot from the opposite end of the stepped corridor. Tessio is making a break for it! Secure the ground floor in one of two ways:



OBJECTIVE:

"Assassinate Tessio."

Note

You have three minutes to chase Tessio and corner him. This is more than enough time. Have a weapon ready before you enter the club. Free aim is also preferable in most circumstances on the ground floor.



PLAN 1: MAIN CORRIDOR COMBAT

OPTIONAL



If you stayed with the team, Cicci stays behind (he isn't much use to be honest). Stride up the corridor, and blast the foe who shot at you. Keep firing (use the Dillinger).

MISSION 22: "IT'S ONLY BUSINESS"

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



A second foe on the left alcove near the kitchen door appears. Shoot him. The final foe steps out from the double doors of the bar. Slay him without even stepping into the bar area!

PLAN 2: SIDE CORRIDOR SLAYING

OPTIONAL



Stepping to the right as the first shot rings out leaves Cicci to fire on the foes in front and you to attempt a different route around to the back of the club. Prepare for a foe on the corner, atop the small set of steps.



Carefully peer around the corner, into the bar, and you'll spot a second gangster. Crouch and tackle him from behind the bar, or step around and shoot him up.

With the bar secured, open the double doors at the far end, step out facing left, and pepper the corridor with bullets. Drop two foes with a good burst-fire weapon.

Tip After your ground floor combat, head into the kitchen at the back of the building to secure a health bottle. Do this even if you've lost only a little health; there's more downstairs.



BATTLING THROUGH THE BASEMENT



All doors to the basement are locked. The only way down is via the elevator to the right of the bar's double doors. Step out, facing left, open the door ahead, and execute the goon behind the door.

Tip You may spot Tessio running away from you at various points during your basement excursion. You can't harm him now, so concentrate on the slimeballs in the green suits. An upgraded tommy gun is a good weapon here.



Step into this office and drop the thug kneeling behind the desk. Pick up the health bottle.

Crouch through the door in the opposite wall, and find cover behind the breakable crate. Kill the foe behind the table.



Go through the door at the other end of the room, and strafe a waiting goon.

Head around the corner and up the steps. Spot Tessio here, but don't fire. Reload and use the wall cover at the top. There's one enemy (and sometimes two) back at the entrance. Now sweep the ground floor again, using one of two methods:

PLAN 1: MAIN CORRIDOR COMBAT (AGAIN)

OPTIONAL

With two foes slain by the side steps, you have three more to face. They are all in the bar area, so sprint up and around to the double doors, and begin to rake the bar with fire.

Cut down all three goons so they drop to their knees, then finish off each one individually; if you're lucky, they won't be hiding behind the bar.



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PLAN 2: SIDE CORRIDOR SLAYING (AGAIN)

OPTIONAL



Tackle the last three foes by **running across to the side steps**, and entering the bar just as before, using cover until there's a single foe left, then circle-strafing him.

Tip Are you having trouble completing this massacre? Then change to free aim mode and the Dillinger. Once two or three rapid-fire bullets connect, the target can't fire, leaving you free to concentrate on unharmed foes. Once all foes are defeated, the timer stops.



TIME'S UP FOR TESSIO



Once all the Barzini scum have been wiped out, there's only you and Tessio left in the bar. Execute Tessio with whatever weapon you wish. Try **peppering his torso with tommy gun bullets**.

Head for the main double doors exit — Tom plus a Corleone advisor are waiting for you. You can head over to meet Michael immediately, but it would be wise to return to Grand Apartments and save your game first.

OBJECTIVE:

"Meet Michael at the baptism in Little Italy."

Mission 23: Baptism of Fire

OVERVIEW: LITTLE ITALY, HELL'S KITCHEN, MIDTOWN, AND BROOKLYN

While Michael Corleone is untouchable, and his links to violence unthinkable, his team of hit men are to execute a series of daring hits. Each of the leaders of the four rival Families must be slain, one after the other, in a crescendo of violence across town. Begin at the baptism in Little Italy, then attack Don Stracci in Midtown, Cuneo also in Midtown, and Tattaglia in Brooklyn, before a final assault on the courthouse steps in Little Italy, where the kingpin Barzini is held accountable in Mafia law for his decades of thuggery.

"Michael Francis Rizzi—do you renounce Satan? And all his works? And all his pomps? Michael Rizzi—will you be baptized?"

—Father Hayes, Old St. Patrick's Church, Little Italy



MISSION 23: BAPTISM OF FIRE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

WAYPOINT MAP (MIDTOWN)



WAYPOINT MAP (HELL'S KITCHEN/MIDTOWN)



MISSION OBJECTIVES

1. Meet Michael at the baptism in Little Italy.
2. Speak with Clemenza at the flower shop in Midtown.
3. Drive to the St. Alban's hotel in Midtown.
4. Meet with Don Stracci and escort him to the elevator.
5. Assassinate Don Stracci.
6. Speak to Clemenza.
7. Speak with Willy Cicci at the barbershop in Hell's Kitchen.
8. Drive to the Savannah Hotel in Midtown.
9. Assassinate Don Cuneo.
10. Speak with Rocco at the Embassy Club in Brooklyn.
11. Find the brothel racket.
12. Assassinate Don Philip Tattaglia.
13. Talk with Rocco.
14. Meet Al Neri at the police station in Little Italy.
15. Drive to the courthouse in Little Italy.
16. Wait for Al Neri to start shooting.
17. Assassinate Don Barzini.
18. Outrun the police.
19. Return to the baptism in Little Italy.
20. Meet with Michael at the Corleone Compound.

PLAYERS



MICHAEL CORLEONE - Michael Corleone wasn't involved in the slayings of the four rival Families. He was at his baptism, that of his child, and was renouncing Satan and all his poms.



PETER CLEMENZA - Clemenza is ready with a shotgun during the assault on Don Stracci.



DON STRACCI - Stracci and his team of bodyguards are ready to talk, and Clemenza has scheduled the meeting. Stracci is trusting that the Corleones don't double-cross him.



WILLY CICC - The Hell's Kitchen hit man has been keeping the Cuneos under surveillance for days and has pinpointed the Cuneo Don in Midtown. He's here to help on the hotel assault.



DON CUNEO - Holed up at the Savannah Hotel, Don Cuneo has surrounded himself with bodyguards and hopes to slip away via the underground garage and parking lot.



ROCCO LAMPONE - Rocco Lampone is enjoying the atmosphere of Sal Tessio's haunt, the Embassy Club. So much so, that he hasn't pinpointed Don Tattaglia's location yet. Bring him along to the firefight.



DON TATTAGLIA (AND FRIEND) - Don Philip Tattaglia spends most of his time planning unspeakable acts on call girls rather than the future of his Family. Separate him from his friend permanently.



AL NERI - Al Neri has a daring plan to attack the last of the rival Dons; he's dressed as a police officer, and even has the squad car. He's heading for the courthouse steps and needs an accomplice.

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Michael
Corleone



Peter
Clemenza



DON BARZINI - The menace of Don Barzini, his tireless assault on the Corleones, and the murder of your own father, is soon to be at an end. He's at the courthouse, probably buying a judge or two.

AREAS OF INTEREST

STARTING AND FINISHING POINT: ID 037. Q 13. OLD ST. PAT'S:
PRINCE STREET AND MOTT STREET.



Old St. Patrick's in Little Italy has been opened for this special occasion: a baptism in the Corleone Family. Security is tight, as Michael Corleone and his Family are in the building.

APPUNTAMENTO POINT 1: ID 319. Q 7. PALLADIO WILLOW:
25TH STREET AND FIFTH AVENUE.



Maggie McCracken, the proprietor of this flower shop, has been asked to remove herself for a while so Peter Clemenza can meet you here. She is more than happy to oblige.

APPUNTAMENTO POINT 2: ID 257. O/P 10. ST. ALBAN'S HOTEL:
18TH STREET AND BROADWAY.



The hotel and safehouse used primarily by the Stracci Family to hold meetings is where Don Stracci feels most comfortable, outside the confines of his compound.

APPUNTAMENTO POINT 3: ID 376. I 4/5. TYLER'S TOP CUTS:
44TH STREET AND 11TH AVENUE.



Tyler Rocca is charged with the task of smartening up the Cuneos who frequent this tiny barber's shop. While Rocca is away, Willy Cicci is here, using informants to locate Don Cuneo.

APPUNTAMENTO POINT 4: ID 265. M 4. SAVANNAH HOTEL:
49TH STREET AND 7TH AVENUE.



In much the same way that the Straccis use the St. Alban's Hotel, the Cuneos' favored meeting spot outside of their Hell's Kitchen compound is the Savannah Hotel in Midtown.

APPUNTAMENTO POINT 5: ID 216. W 15. THE EMBASSY CLUB:
FLEET ALLEY AND FRONT STREET.



No longer the property of Salvatore Tessio thanks to his mysterious disappearance, this Corleone joint is the temporary home of Rocco Lampone, on his search for Don Tattaglia.

APPUNTAMENTO POINT 6: ID 255. W 15. ST. SEBASTIAN HOTEL:
FLEET ALLEY AND PLYMOUTH STREET (UNDER MANHATTAN BRIDGE).



A sleazy flophouse by the bridge is an ideal place for Don Tattaglia to release his "tensions." The Tattaglias are less concerned with formulating plans.

APPUNTAMENTO POINT 7: ID 011. Q 14. LITTLE ITALY POLICE
STATION: HESTER STREET AND BOWERY STREET.



Al Neri's disguise is an excellent one, thanks to friends on the force, and he can park by the Little Italy police station without worry. The cop shop is across the street from Neri.

APPUNTAMENTO POINT 8: ID 107. P/Q 16. US COURTHOUSE:
COURT STREET AND FOLEY SQUARE.



The courthouse is currently in session and is seeing Don Barzini and his team of thugs. Once the meeting is over, the Don is likely to head out and down the main steps.

MISSION 23: BAPTISM OF FIRE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

Apparel

"ANGELO DELLA MORTE"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	12/12
Tie	Purchased with Coat	—	—	1/9	15/17
Pants	Dress Pants w/Belt	\$1,200	375	1/4	1/12
Shoes	Wing Tips	\$720	225	—	1/6
Hat	Fedora—Wide Brim	\$900	285	1/2	1/10
Glasses	Sunglasses	\$600	190	—	8/8
Total		\$15,420*	4,825		

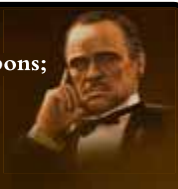
*Note: This is the most expensive ensemble (not to mention the most black) you can buy!

PART 1: A GRAVEYARD SHIFT OF POWER

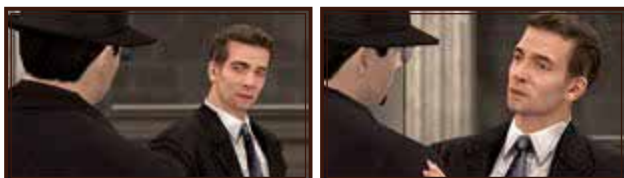


Once you've tooled up, drive from your preferred safehouse (after saving your game) to the church on Mott Street, a block away from where you began your career.

Tip It is important to have an impressively large arsenal of weapons; all upgraded if possible (at least two). Arrive at the church fully stocked and with a good knowledge of the city's main thoroughfares.



Michael is waiting for you in the graveyard to the right of the church. The other entrances are locked.



You approach Michael. Michael explains that "Clemenza is waiting at the flower shop in Midtown. He will help you with what you need to do."

OBJECTIVE:

"Speak with Clemenza at the flower shop in Midtown."

PART 2: PICKING UP PETER CLEMENZA



You have 13 minutes to complete the hit on Don Stracci. Sprint out to Mott Street. Secure a vehicle. Head to Palladio Willow flower shop in southern Midtown.

Bring your car to a skidding halt, and step through the front doors.

OBJECTIVE:

"Drive to the St. Alban's hotel in Midtown."



After talking to Clemenza, you get in his vehicle. Head south on 5th Avenue, passing the park on the left, while Peter fills you in on the plans.

Make a left turn on 18th Street, and pull in just to the right of the hotel entrance. You both exit the vehicle.

PART 3: SCRATCHING DON STRACCI



The first of the four Dons is waiting for a Corleone associate to escort him to a meeting up on floor two of the St. Alban's Hotel. With Peter Clemenza providing a back-up shotgun, it is up to you to execute the Don,

then flee the hotel after slaying all the Don's guards. There are two good ways to try this:

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Peter Clemenza



Don Stracci

Caution No matter which plan you attempt, you cannot execute Don Stracci until you've met him; his door is locked until this time, so don't shoot any Stracci goons earlier than is necessary!



OBJECTIVE:

"Meet with Don Stracci and escort him to the elevator."

STRACCI SLAYING PLAN 1: BY THE BOOK

OPTIONAL



The first method paces the action more slowly. Walk with Clemenza through the front doors to the elevator bank. Clemenza will deal with the Don's private army once the deed is done. Meanwhile, ascend the steps to floor two. A Stracci associate greets you.

He opens the double doors to the foyer; the only way inside. Walk down the main corridor, turn left, and you're greeted by a bodyguard at the door. Go up to the Don, speak to him, and shake his hand. After some small talk, he agrees to accompany you to the "meeting."

Tip You might want to do a quick run around this floor and up the main stairs to ascertain just how many Stracci associates are in the building (expect around 10), to learn where each is positioned.



OBJECTIVE:

"Assassinate Don Stracci."



Follow Don Stracci to the left elevator. Do not bring out a weapon until you are in the elevator with the Don. Once inside the elevator, execute the Don with a quick, single head shot.

OBJECTIVE:

"Speak to Clemenza."



The Straccis are understandably upset, and they make this obvious as you step out onto the ground floor; keep your weapon out (free aim is a good tactic) and shoot the foe behind the counter opposite.



Turn right, staying near the corner wall for cover, and plug away at the goons in this area.

Maneuver around the outside of the entrance foyer, using the sill as cover, and shoot out any remaining foes. Then climb the stairs to locate Clemenza, and help him finish off any foes.

STRACCI SLAYING PLAN 2: THE OVER-EAGER EXECUTIONER

OPTIONAL

The second method of Don Stracci disposal provides quite a lot more combat but completes the task quickly. Sprint from the car to the Don's room, ignoring Clemenza. Keep your weapon sheathed until you've spoken to Don Stracci.



Caution You can begin the assassination any time after the second door is unlocked (which leads to Don Stracci's room). However, it is better to enter the room first, as it provides good cover.



OBJECTIVE:

"Assassinate Don Stracci."



Once Don Stracci begins to head off toward the door and the elevator, quickly draw your weapon, and shoot the henchman near the Don in the face.

MISSION 23: BAPTISM OF FIRE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



The Don runs to the door. Shred him with bullets before he can step through the doorway. Don Stracci doesn't need to be escorted to the elevator for the previous objective to be complete.

OBJECTIVE:
"Speak to Clemenza."



Now there's the small matter of escaping from a hotel swarming with Stracci goons. The plan is simple: kill all of them. Remain inside the Don's room, and one by one, goons come to investigate the violence.

Use the doorway to shield yourself (but don't use wall cover because the angles are too narrow for this to be useful), and with free aim, step left and right, dropping at least three enemies.

Step through into the corridor and scan the entire area around the elevator, double doors, and the back of the chamber for any Straccis; you don't want them attacking from behind. Take the health bottle inside the Don's bedroom, too.



Now step through the double doors into the stairwell. Bring down the foe coming down from the floor above, and there's likely to be a second goon on the stairwell as you descend.

Clemenza is in the thick of it; help him by defeating the remaining two or three Straccis in the foyer; they are usually behind the main counter, so take cover behind the back sill.

Tip Having trouble locating Peter Clemenza after the battle? He's either upstairs shooting Straccis (go and help him!), or waiting for you by the hotel exit, once all Straccis are slain.



Once all Stracci enemies are slain, speak to Peter, who tells you to make your way to meet Willy Cicci in Hell's Kitchen; he's scouting the next hit; on Cuneo.



The Baptism in Little Italy is underway. The priest speaks: "Michael Francis Rizzi – do you renounce Satan?" "I do renounce him," Michael replies.

PART 4: TO HELL'S KITCHEN AND BACK

OBJECTIVE:
"Speak with Willy Cicci at the barbershop in Hell's Kitchen."



You have 13 minutes to complete the hit on Don Cuneo, meaning you need to motor to Hell's Kitchen. Obtain a vehicle from across the road, and drive to Broadway, then turn right.

The quickest way to Hell's Kitchen is to drive north up Broadway to 42nd Street. Bear left at the large open junction. Continue west, then turn right onto 10th Avenue. Turn at 44th Street, and park on the right side. Enter Tyler's Top Cuts. Cicci is inside.

OBJECTIVE:
"Drive to the Savannah Hotel in Midtown."



Head east down 44th Street, then turn right on 10th Avenue. Turn left onto 42nd Street. Keep the speed up. Turn left at the Broadway and 7th Avenue junction. Turn right onto 49th Street.

Although the hotel is on the left side of the street, this isn't a subtle attack, so park on the street's right side.

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Willy
Cicci



Don
Cuneo

PART 5: CUTTING DOWN DON CUNEO



Speaking with Willy Cicci reveals that **attacking Don Cuneo will be straightforward**. Your task is to **blaze through the foyer of the Savannah Hotel**, while Cicci heads down into the garage area and catches Don Cuneo as he attempts to

leave via the basement parking lot. Naturally, there's more than one way to cap a Cuneo.

OBJECTIVE:
"Assassinate Don Cuneo."

CUNEO CAPPING PLAN 1: COME TO ME, CUNEO

RECOMMENDED



The **easiest and safest method** is to follow Cicci's instructions to the letter. Drop **behind the orange stall or car opposite the hotel**, and watch Cicci enter the garage. Do not draw your weapon yet. Wait for the hotel doors to open.

As soon as you see Don Cuneo (with the gray target icon above him), **draw a one-handed weapon**, and **slay the Don as he runs for cover**; usually behind the parked car. A single shot should do it; then mop up the guards. Then run into the garage, and methodically slay the goons in the foyer before meeting up with Cicci again.

CUNEO CAPPING PLAN 2: FOYER FIREFIGHT

NOT RECOMMENDED

Or, you can wade in. Bring out your biggest gun, and shoot from the street, dropping goons either side of the hotel entrance. Expect another two or three Cuneo guards to burst out through the front doors; tear them apart with a shotgun blast or three.

Get inside and behind cover at the earliest possible point. Run to the left counter, and shoot the foe crouched behind the desk.



Swig down a health bottle in the **small corner office** before swinging around and tackling **another enemy behind the sill and fancy sofa**. Now blast the last Cuneos near the elevator.

The Don is either in the stairwell or the corridor near the stairs. **Take him down with a head shot**; there's no time to draw this out.

CUNEO CAPPING PLAN 3: STAIRWELL ASSASSINATION

OPTIONAL



Cicci wants you to take the foyer while he handles Don Cuneo in the garage area. However, you can defeat the **two goons at the hotel entrance** (so they don't follow you, shooting), and head for the garage. Follow Cicci down the ramp.

When you head up the stairwell to the ground floor you'll see why this isn't the best way. **There's limited space to move**, so back up to the landing between the basement and floor one.



Let Willy take the gunfire in the foyer, while you stay in the stairwell. Goons come up the stairs from behind; execute them!

Don Cuneo is also at the **top of the stairwell on the ground floor**, and once the stairs have been secured, a single head shot finishes things.

After the floor is cleared of Cuneos, Willy Cicci speaks to you at the stairwell. He tells you to **immediately head over to Brooklyn**, where Rocco Lampone is learning the location of Don Tattaglia.

MISSION 23: BAPTISM OF FIRE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



The baptism ceremony continues: "Do you renounce Satan and all his works?" "I do renounce them." "And all his pomps?" "I do renounce them."

PART 6: THE BATTLE TO BROOKLYN

You have another 13 minutes to reach Rocco Lampone and identify Don Tattaglia's whereabouts. This isn't as easy as the previous two Dons. The journey to Brooklyn is fiercely fought as Cuneo hit men attempt to waylay you, and Don Tattaglia's whereabouts aren't currently known.



OBJECTIVE:

"Speak with Rocco at the Embassy Club in Brooklyn."



Your course to Brooklyn is hampered by constant harassment from Cuneo hit men in black sedans. There's no time to get out and fire on them, so perform the evasive maneuvers you've learned during previous missions.

PLAN 1: BROADWAY TO BROOKLYN

OPTIONAL



The first of the two preferred routes to Brooklyn has you accelerating west on 49th Street. Turn left onto 7th Avenue. A block later, merge onto Broadway.

Tip At these extremely fast speeds, stay in the middle of the roads. That way cars part left and right if you honk your horn or if they see pursuers.



Even the most proficient drivers demolish a car or two thanks to the Cuneos. Sprint away from the explosion, and get another vehicle, preferably a truck.

The pursuit continues all the way past Union Square, into Little Italy. Turn left on Canal Street. Zoom to the bridge.



PLAN 2: BOWERY TO BROOKLYN

OPTIONAL



An alternate route to Brooklyn is to turn your vehicle around at the Savannah Hotel, and travel east along 49th Street. Turn right on 4th Avenue. Secure a truck if you demolish your car. Continue past Union Square and you're on

Bowery Street. Turn left when you reach Canal Street, onto the Manhattan Bridge.

ROCCO AT THE EMBASSY



The Cuneos sometimes ease off during the crossing over to Brooklyn, so keep the speed up, descend down to the toll booth plaza, but swing right onto Tiffany Lane.

The last part of the journey is mostly free of Cuneos. Turn right onto Main Street, follow it to Front, turn right on Front Street, and pull up to the club.

Get out of your vehicle, head through the double doors, and scour the interior map for signs of Rocco. He's in the bar to your right. A Corleone advisor helps with directions.



Tip For health, head into the kitchens at the back. Grab the health before or after you talk to Rocco.



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Rocco
Lampone



Don
Tattaglia
(and
Friend)



Al
Neri



Don
Barzini



You greet Rocco, and he's his usual sour-faced self. He doesn't know precisely where Don Tattaglia is, only that the Don is enjoying some time with a prostitute.

PART 7: TAKING DOWN DON TATTAGLIA



Search for the nearest whorehouse. Once the hotel has been spotted, it's business as usual. Storm inside the building, battle up to the second floor, and slay Don Tattaglia before the counter reaches zero.

OBJECTIVE:

"Find the brothel racket."



Run out of the Embassy Hotel, and make a right turn. A streetwalker is plying her trade on the sidewalk. Speak to her. She points you toward the nearest brothel. If you already know the St. Sebastian is where to go, you needn't trouble the woman.

You can reach the hotel faster on foot. Sprint around the corner of Front Street, onto Fleet Alley, and run one block, turning right onto Plymouth. The hotel is just up ahead.

OBJECTIVE:

"Assassinate Don Philip Tattaglia."



Wait for Rocco to catch up, because the slaying to come is easier with this maniac on your team. Open the doors, and open up with your preferred weapon. Shoot the foe at the base of the stairs. Alternately, you can bribe the guard at the bottom of the

stairs for \$100, reducing the number of things you have to deal with. The elevator is out, so head to the staircase and ascend with your gun at the ready. Blast a foe on the landing.

The doors on the second floor apartment building are closed, so head to the third floor. Drop one, possibly two enemies before you reach the door.



Rocco usually storms in, covering the apartment in gunfire. Tackle the left side, checking the bar and the sofa to the left, slaying a foe behind each. A Tattaglia goon opens the door behind you. Take him down quickly.



Charge the connecting lounge, and close in on the Don. Before you head toward the other bedroom, cut down the final thug behind the sofa. Do this quickly, as the Don is ready to fight!

Use wall cover to the left of the bedroom door, and swing it open if it's closed; Don Tattaglia is holding a hooker hostage! You can aim from the wall cover, or step into the room and fire.

PLAN 1: JUST THE DON DIES

RECOMMENDED



You can't get a good aim on Don Tattaglia's head from the wall cover position, so step through into the bedroom, and manually target his head, dropping him with a single shot. A pistol works well here.

PLAN 2: EVERYBODY DIES

OPTIONAL



If you're not a man of scruples, and don't mind the extra heat, you can ignore the hostage and strafe both of them with gunfire until there are two pools of blood. Why not slay a hotel guest on the way out, you mercenary?!

MISSION 23: BAPTISM OF FIRE

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4

OBJECTIVE:

"Talk with Rocco."

Now find Rocco. He's either inside the apartment waiting for you, or on the stairs wiping out the last of the Tattaglia forces. He's quick to point out that Al Neri needs to see you, now!



"In nomine Patri—et Filii—et Spiritus Sancti." The priest blesses the Family. "Michael Fraces Rizzi. Go in peace, and may the Lord be with you. Amen."



PART 8: AN APPOINTMENT WITH AL NERI

OBJECTIVE:

"Meet Al Neri at the police station in Little Italy."

With three hits down, and 13 minutes to go, the final Don must be defeated. He's the man who killed your father, destroyed your Family, and mocked the Corleones. You'll kill this kingpin with Al Neri's help. He dictates a daring hit at the municipal buildings. Then, after a police chase, you must return to the baptism, having cleansed the rival Families.

The Tattaglias are waiting for you as you emerge from the hotel. You can stand and fire, using nearby walls or vehicles as cover. Try to shoot up at least one of their cars.



The alley opposite the street has a vehicle for you to steal, so peel out of the area. Travel south. Turn left on Main Street. Turn left onto Tiffany Lane and ride all the way to the tollbooth. Skid left onto the Manhattan bridge. Around halfway across, the Tattaglias give up the chase. Turn right onto Bowery Street.

One block north, on the left side of the street, opposite the police station, stands Al Neri in a police uniform. Park, but don't block the police car.



Al Neri has some specific plans about the assassination of Don Barzini. He tells you to get into the police car and drive.

PART 9: THE FINAL STEPS

OBJECTIVE:

"Drive to the courthouse in Little Italy."



Start the police car, traveling south on Bowery Street. Take a right onto Worth Street. Make a right onto Center Street. You're nearing the courthouse.

The roads are tight here, so slow down and park on the left side of the street. Al Neri gets out of the vehicle and instructs you not to fire on anyone...yet!

OBJECTIVE:

"Wait for Al Neri to start shooting."



Get out of the police car, and hide behind the trash cans, as Al Neri walks across to the courthouse steps. Draw your weapon, and as soon as Al begins to shoot, bring on the covering fire.

OBJECTIVE:

"Assassinate Don Barzini."

Al Neri cuts down a couple of Barzini bodyguards on the courthouse steps, but Don Barzini is only winged, and he escapes to the right side of the court building.

Deal with the Barzini crew. From the trash can, aim to the left side of the steps. There are two enemies to drop there.



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Don
Barzini



Michael
Corleone



Although there's a flaming barrel next to you, the enemies only hit it if the can is between them and you in their hit trajectory, so don't hide directly behind it. Drop three more foes on the right.

Back up behind a car and use free aim and destroy the can, catching most of these foes on fire. You can also shoot the Barzini car parked at the foot of the steps.

PART 10: DON DOMINATION

Once all the Barzini goons are defeated, quickly run across Foley Square, toward the box hedge planters to the right of the courthouse. The final Don is on his last legs.



"I knew...I knew it would be you..." the Don croaks, looking up at you on his knees.

Vengeance is yours. Don Barzini—the man responsible for torching your Family's business, killing your father, and subjugating your mother—is at your feet. Choose your preferred method of execution.



PART 11: COMPLETING THE BAPTISM

OBJECTIVE:
"Outrun the police."



There's the small matter of your daring operation catching the eye of every law officer in the Bowery, so sprint away from the dead Don to the nearest parked car.

Tip You have two and a half minutes to outrun the police. This means surviving their constant ramming and shunting, rather than speeding away and losing them. This is important! You do *not* need to lose these tails!



The next two minutes should consist of traveling quickly around Little Italy, swerving around all the police vehicles that appear to block your path or shunt you from behind.

Getting out and firing on the police isn't wise; you can easily be arrested, or shot, or both! Instead, drive constantly, changing to a truck if your initial vehicle becomes too dangerous to use.



A good tactic is to drive along Mott Street when the timer finally runs out. Your final objective is to rendezvous back at Old St. Pat's, and this makes the journey a whole lot shorter!

OBJECTIVE:
"Return to the baptism in Little Italy."

You must return to the place where this mission began: the church on Mott Street. You have three minutes to reach this point, and it can take three seconds if you were already on this road! Don't worry about the police; they soon disperse.



The ceremony is over. Michael looks for you, and you whisper that the job has been done. The rival Families have been decapitated.

CEREMONY 5: RESPECT

Prologue ~ Act 1 ~ Act 2 ~ Act 3 ~ Act 4



Once the baptism has finished, talk to either of the advisors standing on Mott Street, and they'll tell you the same thing: Michael has requested your presence back at the compound.

OBJECTIVE:

"Meet with Michael at the Corleone Compound."

Note

If you still have freelance business to attend to, meet with Michael first. It is better for your pocketbook and your spirit if you do!



Ceremony 5: Respect

OVERVIEW: LITTLE ITALY

Caution

Spoiler Alert!

The following information shows you how to complete the game, and what rewards you should expect to receive!



Now the Corleones can celebrate their triumph and promote their most gifted prodigy. Michael has summoned you for a reason; you're finally an underboss, responsible for a crew (although in the game world, you still work alone). It is here you can begin your final round of freelancing, conquer the remaining venues, and become the kingpin of New York City!

AREAS OF INTEREST

LOCATION POINT: ID 033. N 15/16. CORLEONE COMPOUND. CORLEONE COURT AND WASHINGTON STREET.



Your last visit to the Corleone compound is a cause for celebration; the rival Dons are defeated, and you can claim a room to use this venue as a Safehouse. Your task is to take over the remainder of New York City!

PART 1: MUCH RESPECT



Once you save your progress, head to the Corleone Compound for one last meeting. When you arrive, you meet Michael and are awarded the title of underboss (ending #1).

PROMOTION:

CONGRATULATIONS ON YOUR PROMOTION TO UNDERBOSS! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED 5 PERCENT!

Apparel

"THE DON OF NEW YORK CITY"

OPTIONAL

Apparel Bonuses

Type	Description	Price	Respect	Pattern	Color
Double-Breasted Coat	Closed w/Tie	\$12,000	3,750	1/4	1/12
Dress Shirt	Purchased with Coat	—	—	1/3	9/12
Tie	Purchased with coat	—	—	1/9	15/17
Pants	Dress Pants w/Belt	\$1,200	375	1/4	1/12
Shoes	Wing Tips	\$720	225	—	1/6
Total		\$13,920	4,350		

Once you have finished the meeting, head outside and speak to the advisors. They have your final set of goals:



MISSION OBJECTIVES

1. Meet with Michael at the Corleone Compound. Concludes after you enter the Compound.
2. Purchase weapon upgrades from black market merchants. Concludes after you purchase from every seller and complete all upgrades (including from basic to Lvl 2 to Lvl 3).

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MISSION OBJECTIVES (CONTINUED)

3. Take over racket trucks. As there are numerous trucks, this objective never completely concludes.
4. Take down warehouses and hubs—start with the Tattaglia warehouses in Little Italy and Brooklyn.
5. Take down warehouses and hubs—continue with the Stracci warehouses.
6. Take down warehouses and hubs—continue with the Cuneo warehouses.
7. Take down warehouses and hubs—continue with the Barzini warehouses. Concludes after these specific rackets have been secured and the racket bosses have been paid off or extorted. Find plans of these warehouses in the “Tour of the City” section.
8. Eliminate the Tattaglia Family—bomb their compound in Brooklyn.
9. Eliminate the Stracci Family—bomb their compound in New Jersey.
10. Eliminate the Cuneo Family—bomb their compound in Hell’s Kitchen.
11. Eliminate the Barzini Family—bomb their compound in Midtown. Concludes when you complete the destruction of the Tattaglia Compound, you are requested to bomb the Stracci Compound, and so on. These can be done at any time.



As soon as all four compounds are in Corleone hands, head over to the Corleone Compound. You are then promoted to Don of the Corleone Family (ending #2).

PROMOTION:

CONGRATULATIONS ON YOUR PROMOTION TO DON! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED 5 PERCENT!

MISSION OBJECTIVES (CONTINUED)

12. Purchase all safehouses; earn all execution styles. Concludes after all 24 safehouses have been bought and all 22 execution styles have been attempted successfully.
- 13: Become Don of NYC. Concludes after the following list has been completed:
 1. Complete all 17 missions (excluding Rendezvous missions)
 2. Complete all 15 contract hits
 3. Complete all 84 business extortions
 4. Seize all 56 rackets
 5. Seize all 8 warehouses
 6. Seize all 4 transport hubs
 7. Take over all 4 compounds
 8. Gather all 146 collectibles (22 execution styles, 24 safehouses, and 100 safes heisted)

Once all the tasks listed above have been completed, you are instructed to visit the Hotel Alioto (ID 068) in Little Italy. You are then promoted to Don of NYC (ending #3).



PROMOTION:

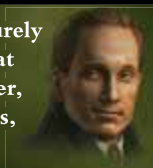
CONGRATULATIONS ON YOUR PROMOTION TO DON OF NYC! YOUR TRIBUTE PERCENTAGE TO THE CORLEONES HAS DROPPED 5 PERCENT!

Keeping It in the Family 5: Act 4 and Complete Game Freelancing



OPTIONAL

Note The following information is purely optional and can be attempted at any point during your adventure. However, as you can see from the adjacent missions, the amount of the city you own at the end of the game determines your ending. But don’t worry; you can see all three endings as you have the opportunity to finish after Mission 23: Baptism of Fire. Note that you don’t need to complete everything to be awarded Don of NYC status (the exact tasks are detailed in the previous section).



Tip For a detailed map showing all the available freelance opportunities in the area, check the “Tour of the City” section.



WHEN TO FREELANCE

Attempt to freelance between the following missions (at any other time, it is preferable to continue with the next mission):

OPPORTUNITY	AFTER	BEFORE
16	Ceremony 4: Michael’s Secret Army	Mission 20: Order to Kill
17	Ceremony 5: Respect	Mission 24, Rendezvous 7: Capo Di Capo Tutti

PART 1: BUSINESSES AND RACKETS

Now is the time to finish all outstanding extortions, racket takedowns, and other shakedowns: **Take down and collect everything.** Currently, you should have domination over Little Italy, Brooklyn, New Jersey, and Hell's Kitchen. You should **concentrate on the remaining businesses in Midtown.** Then focus on the final warehouses and the Barzini Compound.

Save after each successful extortion, and don't forget to check for a racket in the back room of each. Select any or all from the following (which are presented by territory, then order of difficulty):

Caution

The greater the difficulty of the businesses and rackets, the more respect, skill points, and weapons you'll need to complete the task.

**BUSINESSES TO EXTORT:****HARD (MIDTOWN)****VITAL**

SAVANNAH HOTEL: ID 265, M 4
J. SIZZLE'S STEAKHOUSE: ID 241, O 6
CHATEAU TOLEDO: ID 258, Q 5
HAWK'S STEAKHOUSE: ID 239, N 8
THE CARNEGIE CLUB: ID 071, O 3
MADAME POLLY'S: ID 361, O 6

BUSINESSES TO EXTORT:**VERY HARD (MIDTOWN)****VITAL**

ISAO KIMOTA'S BARBERS: ID 380, P 6
LOUIS' RESTAURANT: ID 249, Q 7
MOOKIE'S: ID 381
THE COLONIAL CLUB: ID 364, N 5
WEST SIDE WILLY'S: ID 359, L 2
THE PEAK: ID 360, P 5

PART 2: RACKET TRUCKS

REASONABLE By now, and with judicious studying of the maps contained within these pages, you won't need to hijack any more racket trucks. The locations of all related businesses should now be familiar to you.

PART 3: BANKS**USEFUL**

MIDTOWN BANK (MIDTOWN): ID 028, P 2

Situated near the Barzini compound, this is a **good second bank to heist**, as long as you've secured a safehouse nearby, such as the Carnegie Club (ID 071). Of course the purchase price is a whopping \$125,000. Your main bank to heist should instead be the cash-filled Manhattan Trust.

MANHATTAN TRUST (MIDTOWN): ID 027, P 5/6

This is an excellent way to make a load of money very quickly, especially as the Chateau Leive (ID 422) is a free safehouse the Corleones gave you in Act 2. **Make this your heist bank of choice in the Midtown area.** A good second safehouse to flee to is the Peak (ID 360), although the room price is an astronomical \$150,000.

PART 4: SAFES

VITAL As always, **every venue**, including the warehouses and transport hubs, need to be checked for safes, and then **the safes must be cracked.** Congratulations! You'll crack your 100th safe during your domination of Midtown!

PART 5: CONTRACT HITS

VITAL The hits just keep on coming! Peter Clemenza's final two contracts, plus all five of Al Neri's, enable you to slaughter the cream of the underworld's hoodlums. You should have a safehouse near every hit, so make a quick save after each.

PART 6: BRIBING THE POLICE

MIDTOWN PRECINCT POLICE STATION (MIDTOWN): ID 018, Q 6

USEFUL If you need to lose some heat, **check in with the chief** at this station. Head to this police station to or from your nearest safehouse, the Peak (ID 360).

PART 7: WAREHOUSES AND TRANSPORT HUBS**WAREHOUSES AND HUBS TO EXTORT: (MIDTOWN)****VITAL**

BARZINI HUB: ID 097, R 5
PALERMO WAREHOUSE: ID 098, Q 4/5

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Don
Trapani

Attack the warehouses and transport hubs in the order they are listed. Be sure you know the location of a Barzini business to bomb or the Midtown FBI agent to bribe; your aim is to break the Barzinis!

PART 8: RIVAL FAMILY COMPOUNDS

BARZINI COMPOUND: ID 036, P/Q 2

VITAL This is it! The best-defended and most-difficult compound to bomb is located well away from the action in the northeast part of Midtown. Tool up with an **upgraded weapon**, **extra health points** to award yourself during the assault, and **one bomb**. Attack both of the houses, and lay a **bomb** in the basement of each, picking up a second bomb from the Barzini's stash. The previous chapter has tactics on accomplishing this. Once this is done, you become a **Don**, as long as all other Family compounds are yours!

PART 9: WEAPON PURCHASES AND UPGRADES

USEFUL You must have purchased all weapon upgrades, including the Level 1, 2, and 3 versions, by the end of your freelancing.

PART 10: SAFEHOUSES

MIDTOWN SAFEHOUSES

VITAL

THE CARNEGIE CLUB: ID 071, O 3
ST. ALBAN'S HOTEL: ID 257, O/P 10
HOTEL MADISON: ID 259, O 4
SAVANNAH HOTEL: ID 265, M 4
THE PEAK: ID 360, P 5
LUCY'S APARTMENT: ID 421, Q/R 5

If you are determined to buy up all the real estate that's for sale, you should purchase **every safehouse** in Midtown. Note that Chateau Leive was given to you earlier in Act 3. As you extort businesses in different parts of each territory, **buy the safehouse nearest your next set of shops** and return to it after each shakedown.

PART 11: MOBFACE CLOTHING

VITAL Complete your collection of natty threads by purchasing all the remaining clothing you can.

PART 12: FBI/G-MEN

GRAND CENTRAL STATION (MIDTOWN): ID 082, P 4

VITAL The G-Man on the north side of Grand Central Station is the only available government official to bribe, so be sure you've **planned out a route** to meet him as your vendetta level against the Barzinis rises.

PART 13: STOLEN SHIPMENTS

There are **no stolen shipments** in Midtown.

PART 14: FAMILY FIGHTS AND EXECUTIONS

REASONABLE The Family fight occurs in Bryant Park, between 40th and 42nd Streets, on Sixth Avenue, south of the fountain, and near a black market merchant selling a shotgun. Meet the merchant during the day to lessen the chances of stepping into this fracas...unless you're anxious to slay more mobsters. Look out for an execution near Raphael's flower shop too (see "Tour of the City" for details).

PART 15: AMBUSHES

REASONABLE There are four ambush areas in Midtown, and as always, each is near a black market merchant. Head to purchase goods from them **during the day** to minimize your ambush chances. Locations of all the ambushes are shown in the "Tour of the City" section.

PART 16: FILM REELS

VITAL You certainly **don't need the film reels** to add to your respect now (although every little bit helps). You should have collected these during the earlier acts, when quick fixes of respect were needed. Otherwise, complete your quest for film and **view the unlocked features** in the menu screens.

PART 17: EXECUTION STYLES

VITAL You should have **completed all the execution styles** by now. If you did, your cranial-pulverizing, knee-capping, face-disfiguring, task-completing techniques are now at supreme levels!

Mission 24, Rendezvous 7: Capo Di Tutti Capi

OVERVIEW: NEW YORK CITY



Consult your Inventory menu, and select the **Promotion** tab. You can view your ongoing progress. Your goal is to reach the status of **Don of NYC** (as shown at left). However, there are **three endings** to see as soon as you reach **Underboss**, **Don**, and **Don of NYC**. They are revealed below:

ENDING #1: THE UNDERBOSS



You enter **Michael's office**. Al Neri holds the door open for you. Clemenza, Rocco, and Michael are conversing, and congratulating each other. Michael moves to meet you. You kiss his hand and embrace. The Family members gather around, nodding in agreement.

ENDING #2: THE DON



The Corleone Compound has a **new Don**. Inside the office, a trio of men wait nervously to greet him. Jimmy DeNunzio comes forward, and kisses the hand of the new Don. You turn around in your leather chair. You are the new Don of the Corleone Family.

ENDING #3: THE DON OF NYC



You view the **skyline of New York City** from your meeting room high atop Hotel Alioto. As the Empire State Building comes into view, you turn and view seven of your most trusted members, one of whom kisses your hand. You sit down first. The meeting begins.

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FAMILY BUSINESSES, COMPOUNDS, AND WAREHOUSES

The following tables show all the buildings that are owned by the five Families, including the Corleones. Your task, if you are determined to rule the whole of New York, is to bring all the businesses, rackets, warehouses, and finally compounds, over to the Corleones. The list below shows the location of each of the rival Families' buildings, and their general value (value being how much money they bring in when you extort them *and* their difficulty).

VENUE VALUE

\$	Very Low	\$\$\$\$	High
\$\$	Low	\$\$\$\$\$	Very High
\$\$\$	Medium		

THE CORLEONE FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Little Italy	317	Rosa's	\$\$
<input type="checkbox"/> Little Italy	212	Molsenni's	\$
<input type="checkbox"/> Little Italy	415	Bonasera's	\$
<input type="checkbox"/> Little Italy	369	Gabriel Villa's Quality Tailoring	\$
<input type="checkbox"/> Little Italy	033	The Corleone Compound	\$
<input type="checkbox"/> Little Italy	067	The Falconite	\$
<input type="checkbox"/> Midtown	221	Corcoran's Perch	\$\$
<input type="checkbox"/> Midtown	422	Chateau Leive	\$
<input type="checkbox"/> Hell's Kitchen	325	Abbandando's	\$
<input type="checkbox"/> Hell's Kitchen	237	The Albatross Grill	\$
<input type="checkbox"/> Hell's Kitchen	271	Stromboli Supplies	\$
<input type="checkbox"/> Brooklyn	216	Embassy Club	\$

Total Buildings (Corleone): 12

THE TATTAGLIA FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Little Italy	088	Chinaware Warehouse	\$\$\$
<input type="checkbox"/> Little Italy	087	Verona Warehouse	\$\$\$
<input type="checkbox"/> Little Italy	302	Emilio's Butcher Shop	\$\$
<input type="checkbox"/> Little Italy	232	Bella Siciliana	\$\$
<input type="checkbox"/> Little Italy	343	Arezzo Seafood	\$\$
<input type="checkbox"/> Little Italy	353	Sammy's	\$\$
<input type="checkbox"/> Little Italy	282	Global Trading Co.	\$\$
<input type="checkbox"/> Little Italy	213	Harry's Bar	\$\$
<input type="checkbox"/> Little Italy	252	Saint Martin Hotel	\$\$
<input type="checkbox"/> Little Italy	368	DeMantagna's	\$
<input type="checkbox"/> Midtown	319	Palladio Willow	\$
<input type="checkbox"/> Midtown	222	The Luna Bar	\$
<input type="checkbox"/> Midtown	273	Tito Morelli	\$
<input type="checkbox"/> Hell's Kitchen	344	Arezzo Seafood	\$\$
<input type="checkbox"/> Hell's Kitchen	420	Providence Hotel	\$\$
<input type="checkbox"/> Hell's Kitchen	358	Poppy's—Westside	\$\$
<input type="checkbox"/> Hell's Kitchen	070	The Tunnel Club	\$
<input type="checkbox"/> Hell's Kitchen	219	The Roost	\$
<input type="checkbox"/> Hell's Kitchen	419	Mrs. Spillane's	\$
<input type="checkbox"/> Hell's Kitchen	270	Holden Holdings	\$

THE TATTAGLIA FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Brooklyn	032	Tattaglia Compound (bldg. #1)	\$\$\$\$\$
<input type="checkbox"/> Brooklyn	032	Tattaglia Compound (bldg. #2)	\$\$\$\$\$
<input type="checkbox"/> Brooklyn	093	Tattaglia Hub	\$\$\$\$
<input type="checkbox"/> Brooklyn	286	Global Trading Co.	\$\$
<input type="checkbox"/> Brooklyn	357	The Full Moon	\$\$
<input type="checkbox"/> Brooklyn	268	Midnight Rosie's	\$\$
<input type="checkbox"/> Brooklyn	356	Valentino's	\$\$
<input type="checkbox"/> Brooklyn	069	The Ambassador	\$
<input type="checkbox"/> Brooklyn	255	St. Sebastian Hotel	\$
<input type="checkbox"/> Brooklyn	375	Pitkin Garments	\$
<input type="checkbox"/> Brooklyn	374	Michelangelo Salera	\$

Total Buildings (Tattaglia): 31 (Compound = two buildings)

THE STRACCI FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Little Italy	092	Italia Warehouse	\$\$\$
<input type="checkbox"/> Little Italy	068	Hotel Alioto	\$\$
<input type="checkbox"/> Little Italy	292	Sicilian Imports Inc.	\$
<input type="checkbox"/> Little Italy	338	Grand News	\$
<input type="checkbox"/> Little Italy	267	Trapani's Bakery	\$
<input type="checkbox"/> Midtown	272	Orchid Inc.	\$\$
<input type="checkbox"/> Midtown	289	Flowers of Scotland	\$\$
<input type="checkbox"/> Midtown	257	St. Alban's Hotel	\$
<input type="checkbox"/> Hell's Kitchen	238	The Red Fox	\$\$
<input type="checkbox"/> Hell's Kitchen	347	Dale Mangano's	\$\$
<input type="checkbox"/> Hell's Kitchen	288	Orchid Inc.	\$\$
<input type="checkbox"/> Hell's Kitchen	327	Marinelli's Fish Shop	\$
<input type="checkbox"/> Brooklyn	294	Sicilian Goods	\$\$
<input type="checkbox"/> New Jersey	034	Stracci Compound (bldg. #1)	\$\$\$\$\$
<input type="checkbox"/> New Jersey	034	Stracci Compound (bldg. #2)	\$\$\$\$\$
<input type="checkbox"/> New Jersey	099	Stracci Hub	\$\$\$\$
<input type="checkbox"/> New Jersey	091	Waterside Warehouse	\$\$\$
<input type="checkbox"/> New Jersey	260	The Highway Hotel	\$\$
<input type="checkbox"/> New Jersey	447	Sicilian Goods	\$\$
<input type="checkbox"/> New Jersey	309	Joey's Baked Goods	\$\$
<input type="checkbox"/> New Jersey	072	Velveteen's	\$\$
<input type="checkbox"/> New Jersey	223	Joe Foley's	\$\$
<input type="checkbox"/> New Jersey	304	Fabio Satriani & Sons	\$\$
<input type="checkbox"/> New Jersey	242	Arnold's Famous 47	\$\$
<input type="checkbox"/> New Jersey	385	Boris Amichini	\$

Total Buildings (Stracci): 25 (Compound = two buildings)

THE CUNEO FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Little Italy	442	Lipari Warehouse	\$\$\$
<input type="checkbox"/> Little Italy	323	Primola	\$\$
<input type="checkbox"/> Little Italy	307	Boolie's Bakery	\$\$
<input type="checkbox"/> Little Italy	283	Smoke Signals	\$\$
<input type="checkbox"/> Little Italy	354	The Continental	\$
<input type="checkbox"/> Midtown	444	Lumpy's Bar	\$\$
<input type="checkbox"/> Midtown	241	J. Sizzle's Steakhouse	\$\$
<input type="checkbox"/> Midtown	239	Hawk's Steakhouse	\$\$
<input type="checkbox"/> Midtown	265	Savannah Hotel	\$

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THE CUNEO FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Hell's Kitchen	035	Cuneo Compound (bldg. #1)	\$\$\$\$
<input type="checkbox"/> Hell's Kitchen	035	Cuneo Compound (bldg. #2)	\$\$\$\$
<input type="checkbox"/> Hell's Kitchen	094	Cuneo Hub	\$\$\$\$
<input type="checkbox"/> Hell's Kitchen	090	Milk Co. Warehouse	\$\$\$
<input type="checkbox"/> Hell's Kitchen	303	Casey Quinn's	\$
<input type="checkbox"/> Hell's Kitchen	445	The Colonial Tavern	\$
<input type="checkbox"/> Hell's Kitchen	218	Doc Thody's Dahlias	\$
<input type="checkbox"/> Hell's Kitchen	366	After Hours	\$
<input type="checkbox"/> Hell's Kitchen	220	West Side Philly's	\$
<input type="checkbox"/> Hell's Kitchen	256	The Elegante	\$
<input type="checkbox"/> Hell's Kitchen	231	Caruso!	\$
<input type="checkbox"/> Hell's Kitchen	376	Tyler's Top Cuts	\$
<input type="checkbox"/> New Jersey	362	The Crane Club	\$
<input type="checkbox"/> New Jersey	224	Santo	\$
Total Buildings (Cuneo): 23 (Compound = two buildings)			

THE BARZINI FAMILY

LOCATION	ID	NAME	VALUE
<input type="checkbox"/> Little Italy	355	Va Va Voom Room	\$
<input type="checkbox"/> Little Italy	253	Bowery Hotel	\$
<input type="checkbox"/> Midtown	036	Barzini Compound (building #1)	\$\$\$\$
<input type="checkbox"/> Midtown	036	Barzini Compound (building #2)	\$\$\$\$
<input type="checkbox"/> Midtown	097	Barzini Hub	\$\$\$\$
<input type="checkbox"/> Midtown	098	Palermo Warehouse	\$\$\$
<input type="checkbox"/> Midtown	259	Hotel Madison	\$
<input type="checkbox"/> Midtown	359	West Side Willy's	\$
<input type="checkbox"/> Midtown	361	Madame Polly's	\$
<input type="checkbox"/> Midtown	364	The Colonial Club	\$
<input type="checkbox"/> Midtown	071	The Carnegie Club	\$
<input type="checkbox"/> Midtown	360	The Peak	\$
<input type="checkbox"/> Midtown	258	Chateau Toledo	\$
<input type="checkbox"/> Midtown	381	Mookie's	\$
<input type="checkbox"/> Midtown	314	Raphael's	\$
<input type="checkbox"/> Midtown	249	Louis' Restaurant	\$
<input type="checkbox"/> Midtown	380	Isao Kimota	\$
<input type="checkbox"/> Hell's Kitchen	269	M. Powers & Sons	\$
<input type="checkbox"/> Hell's Kitchen	311	Scotty's Biscotti	\$
<input type="checkbox"/> Brooklyn	441	Sant'Elia Warehouse	\$\$\$
<input type="checkbox"/> Brooklyn	308	Liberto's	\$
<input type="checkbox"/> Brooklyn	313	Wright Wronski's	\$
<input type="checkbox"/> Brooklyn	236	Café Vitales	\$
<input type="checkbox"/> New Jersey	345	Johnny Conger's	\$
<input type="checkbox"/> New Jersey	446	The George Hotel	\$
Total Buildings (Barzini): 25 (Compound = two buildings)			

Total Buildings (All Families): 116

Total Buildings (To Conquer): 104

LOCATION OF ALL SAFES

Blowing up safes does more than give you a monetary boost; it adds to your game completion. Note that the second table shows the maximum amount of safecracking money you can claim (the amount given is random, however; this is a theoretical max.), and how many safes are in each area.

SAFES IN LITTLE ITALY

VENUE NAME	ID
BUSINESS SAFES (19)	
<input type="checkbox"/> Arezzo Seafood	343
<input type="checkbox"/> Bella Siciliana	232
<input type="checkbox"/> Boolie's Bakery	307
<input type="checkbox"/> Bowery Hotel	253
<input type="checkbox"/> Emilio's Butcher Shop	302
<input type="checkbox"/> The Continental	354
<input type="checkbox"/> DeMantagnas	368
<input type="checkbox"/> Dr. Harvey's Clinic	001
<input type="checkbox"/> Dr. Valachi	371
<input type="checkbox"/> Global Trading Co.	282
<input type="checkbox"/> Harry's Bar	213
<input type="checkbox"/> Hotel Alioto	068
<input type="checkbox"/> Primola	323
<input type="checkbox"/> Sammy's	353
<input type="checkbox"/> Sicilian Imports, Inc.	292
<input type="checkbox"/> Smoke Signals	283
<input type="checkbox"/> St. Martin Hotel	252
<input type="checkbox"/> Trapani's Bakery	267
<input type="checkbox"/> Va Va Voom Room	355
WAREHOUSE SAFES (4)	
<input type="checkbox"/> Chinaware Warehouse	088
<input type="checkbox"/> Italia Warehouse	092
<input type="checkbox"/> Lipari Warehouse	442
<input type="checkbox"/> Verona Warehouse	087

SAFES IN BROOKLYN

VENUE NAME	ID
BUSINESS SAFES (12)	
<input type="checkbox"/> The Ambassador	069
<input type="checkbox"/> Café Vitales	236
<input type="checkbox"/> Dr. Marshall's Clinic	003
<input type="checkbox"/> The Full Moon	357
<input type="checkbox"/> Global Trading Co.	286
<input type="checkbox"/> Liberto's	308
<input type="checkbox"/> Michelangelo Salera	374
<input type="checkbox"/> Midnight Rosie's	268
<input type="checkbox"/> Sicilian Goods Inc.	294
<input type="checkbox"/> St. Sebastian Hotel	255
<input type="checkbox"/> Valentino's	356
<input type="checkbox"/> Wright Wronski's	313
WAREHOUSE SAFES (1)	
<input type="checkbox"/> Sant'Elia Warehouse	441
HUB SAFES (1)	
<input type="checkbox"/> Tattaglia Hub	093
COMPOUND SAFES (1)	
<input type="checkbox"/> Tattaglia Compound	032

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SAFES IN NEW JERSEY

VENUE NAME	ID
BUSINESS SAFES (13)	
<input type="checkbox"/> Arnold's Famous 47	242
<input type="checkbox"/> B. Fidanque, MD	006
<input type="checkbox"/> Boris Amchini	385
<input type="checkbox"/> The Crane Club	362
<input type="checkbox"/> Fabio Satriani & Sons	304
<input type="checkbox"/> The George Hotel	446
<input type="checkbox"/> The Highway Hotel	260
<input type="checkbox"/> Joe Foley's	223
<input type="checkbox"/> Joey's Baked Goods	309
<input type="checkbox"/> Johnny Congers	345
<input type="checkbox"/> Santo	224
<input type="checkbox"/> Sicilian Goods	447
<input type="checkbox"/> Velveten's	072
WAREHOUSE SAFES (1)	
<input type="checkbox"/> Waterside Warehouse	091
HUB SAFES (1)	
<input type="checkbox"/> Stracci Hub	099
COMPOUND SAFES (1)	
<input type="checkbox"/> Stracci Compound	034

SAFES IN HELL'S KITCHEN

VENUE NAME	ID
BUSINESS SAFES (21)	
<input type="checkbox"/> After Hours	366
<input type="checkbox"/> Arezzo Seafood	344
<input type="checkbox"/> Caruso!	231
<input type="checkbox"/> Casey Quinn's	303
<input type="checkbox"/> The Colonial Tavern	445
<input type="checkbox"/> Dale Mangano's	347
<input type="checkbox"/> Doc Thody's Dahlias	218
<input type="checkbox"/> Dr. O'Riains	377
<input type="checkbox"/> The Elegante	256
<input type="checkbox"/> Fuk's Red Fox	238
<input type="checkbox"/> Hell's Kitchen Clinic	378
<input type="checkbox"/> Holden Holdings	270
<input type="checkbox"/> M. Powers & Sons	269
<input type="checkbox"/> Mrs. Spillane's	419
<input type="checkbox"/> Orchid Inc.	288
<input type="checkbox"/> Poppy's—Westside	358
<input type="checkbox"/> Providence Hotel	420
<input type="checkbox"/> Scotty's Biscotti	311
<input type="checkbox"/> The Tunnel Club	070
<input type="checkbox"/> Tyler's Top Cuts	376
<input type="checkbox"/> West Side Philly's	220
WAREHOUSE SAFES (1)	
<input type="checkbox"/> Milk Co. Warehouse	090
HUB SAFES (1)	
<input type="checkbox"/> Cuneo Hub	094
COMPOUND SAFES (1)	
<input type="checkbox"/> Cuneo Compound	035

SAFES IN MIDTOWN

VENUE NAME	ID
BUSINESS SAFES (19)	
<input type="checkbox"/> The Carnegie Club	071
<input type="checkbox"/> Chateau Toledo	258
<input type="checkbox"/> The Colonial Club	364
<input type="checkbox"/> Dr. Alexander Noel	373
<input type="checkbox"/> Flowers of Scotland	289
<input type="checkbox"/> Hawk's Steakhouse	239
<input type="checkbox"/> Hotel Madison	259
<input type="checkbox"/> Isao Kimota	380
<input type="checkbox"/> J. Sizzle's Steakhouse	241
<input type="checkbox"/> Lumpy's Bar	444
<input type="checkbox"/> The Luna Bar	222
<input type="checkbox"/> Madame Polly's	361
<input type="checkbox"/> Orchid Inc.	272
<input type="checkbox"/> Palladio Willow	319
<input type="checkbox"/> The Peak	360
<input type="checkbox"/> Raphael's	314
<input type="checkbox"/> Savannah Hotel	265
<input type="checkbox"/> St. Alban's Hotel	257
<input type="checkbox"/> West Side Willy's	359
WAREHOUSE SAFES (1)	
<input type="checkbox"/> Palermo Warehouse	098
HUB SAFES (1)	
<input type="checkbox"/> Barzini Hub	097
COMPOUND SAFES (1)	
<input type="checkbox"/> Barzini Compound	036

Business safes yield \$200–1,000.

Warehouse safes yield \$500–2,000.

Hub safes yield \$1,000–3,000.

Compound safes yield \$1,000–10,000.

MISSION MONEY AND RESPECT REWARDS

ACT	MISSION	MONEY (\$)	RESPECT
Prologue	Mission 0: Father's Day	\$0	0
Prologue	Ceremony 1: The Wedding	\$0	0
Prologue	Mission 1: The Alley	\$500	500
Prologue	Mission 2: The Enforcer	\$1,000	750
Prologue	Mission 3: A Grave Situation	\$1,500	2,500
Act 1	Mission 4: Sleeping with the Fishes	\$2,000	3,500
Act 1	Mission 5: The Don Is Dead...	\$2,500	5,000
Act 1	Mission 6, R 1: Welcome to the Kingdom	\$0	0
Act 1	Mission 7: Intensive Care	\$5,000	6,000
Act 1	Mission 8, R 2: Invitations	\$0	0
Act 1	Mission 9: Fireworks	\$7,500	7,500
Act 2	Ceremony 2: Family and Friends	\$7,500	10,000
Act 2	Mission 10: Death to the Traitor	\$10,000	10,000

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ACT	MISSION	MONEY (\$)	RESPECT
Act 2	Mission 11, R 3: Friends and Enemies	\$0	0
Act 2	Mission 12: Horseplay	\$15,000	12,500
Act 2	Mission 13, R 4: The Love Nest	\$0	0
Act 2	Mission 14: A Recipe for Revenge	\$20,000	15,000
Act 3	Ceremony 3: The Initiation	\$20,000	17,500
Act 3	Mission 15: Now It's Personal	\$30,000	20,000
Act 3	Mission 16: The Silent Witness	\$35,000	25,000
Act 3	Mission 17, R 5 It's a Jungle Out There	\$0	0
Act 3	Mission 18: Sonny's War	\$40,000	30,000
Act 3	Mission 19: Change of Plans	\$45,000	40,000
Act 4	Ceremony 4: Michael's Secret Army	\$50,000	60,000
Act 4	Mission 20: Order to Kill	\$50,000	75,000

ACT	MISSION	MONEY (\$)	RESPECT
Act 4	Mission 21, R 6: Prelude	\$0	0
Act 4	Mission 22: It's Only Business	\$50,000	100,000
Act 4	Mission 23: Baptism of Fire	\$10,000	150,000
Act 4	Mission 24, R 7: Respect	\$0	0
End	Ceremony 5: Capo Di Tutti Capi Underboss	\$150,000	250,000
End	Ceremony 6: Capo Di Tutti Capi: Don	\$250,000	500,000
End	Ceremony 7: Capo Di Tutti Capi: Don of NYC	\$1,000,000	1,000,000
Total (without Endings)		\$402,500	590,750
Grand Total		\$1,802,500	2,340,750

CONTRACT HITS

HIT	MONEY REWARD (\$)	MONEY BONUS (\$)	MONEY TOTAL (\$)	RESPECT REWARD	RESPECT BONUS	RESPECT TOTAL
1: Mikey Saleri	\$500	\$2,500	\$3,000	500	5,000	5,500
2: Donnie Marinelli	\$500	\$2,500	\$3,000	1,000	10,000	11,000
3: Tony Bianchi	\$500	\$2,500	\$3,000	1,500	15,000	16,500
4: Freddie Nobile	\$1,500	\$7,500	\$9,000	2,000	20,000	22,000
5: Johnny Tattaglia	\$1,500	\$7,500	\$9,000	2,500	25,000	27,500
6: Plinio Ottaviano	\$1,500	\$7,500	\$9,000	3,000	30,000	33,000
7: Leon Grossi	\$4,000	\$20,000	\$24,000	3,500	35,000	38,500
8: Oscar Zavarelle	\$4,000	\$20,000	\$24,000	4,000	40,000	44,000
9: Bobby Marcolini	\$1,500	\$7,500	\$9,000	4,500	45,000	49,500
10: Mario DeBellis	\$1,500	\$7,500	\$9,000	5,000	50,000	55,000
11: Ronnie Tosca	\$4,000	\$20,000	\$24,000	5,500	55,000	60,500
12: Jack Fontana	\$5,000	\$25,000	\$30,000	6,000	60,000	66,000
13: Salvatorre Stracci	\$5,000	\$25,000	\$30,000	6,500	65,000	71,500
14: George Jovino	\$7,500	\$37,500	\$45,000	7,000	70,000	77,000
15: Big Bobby Toro	\$7,500	\$37,500	\$45,000	7,500	75,000	82,500
16: Pietro Testa	\$5,000	\$25,000	\$30,000	8,000	80,000	88,000
17: Domenico Mazza	\$10,000	\$50,000	\$60,000	9,000	90,000	99,000
18: Emilio Barzini, Jr.	\$10,000	\$50,000	\$60,000	9,500	95,000	104,500
19: Luciano Fabbri	\$7,500	\$37,500	\$45,000	10,000	100,000	110,000
20: Marco Cuneo	\$7,500	\$37,500	\$45,000	15,000	150,000	165,000
Total	\$86,000	\$430,000	\$516,000	111,500	1,115,000	1,226,500

Money Reward (without Bonus Condition of Hit): \$86,000

Respect Reward (without Bonus Condition of Hit): 111,500

Money Reward (with Bonus Condition of Hit): \$516,000

Respect Reward (with Bonus Condition of Hit): 1,226,500

FIGHT CLUBS

LOCATION	BMM INVOLVED?	CHANCE (DAY)	CHANCE (NIGHT)	REWARD (MIN)	REWARD (MAX)	DESCRIPTION
Molsenni's; Prince Street and Bowery Street (Q 13)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.
Pitkin Garments: Washington and Front Streets (W 15)	No	100%	100%	None	\$10,000	Put up your dukes and engage two fighters in combat to the death! The fee is \$2,000.
Highway Hotel: Observer Highway and Newark Street (C 12)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.
Stromboli Supplies: Galvin Street and 11th Avenue (I 5)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.
Corcoran's Perch: 23rd Street and Fourth Avenue (P 9)	No	100%	100%	None	\$10,000	Put up your dukes and engage in combat to the death! The fee is \$2,000.

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RANDOM ENCOUNTERS

The living world is full of odd, random, and entertaining occurrences. If you arrive at a certain location (usually near a black market merchant), you're likely to be ambushed after buying weaponry. You can steal shipments from gangsters. You can watch hapless innocents or rivals receive street justice. Check the map to pinpoint the locations of all the random encounters available:

AREA	TYPE OF ENCOUNTER	LOCATION	BMM* INVOLVED	FREQUENCY (DAY)	FREQUENCY (NIGHT)	REWARD MIN	REWARD MAX	DESCRIPTION
<input type="checkbox"/> Little Italy	Ambush	Corner of Christie St. and Prince	Magnum	20%	60%	None	None	Possible ambush after buying magnum ammo
<input type="checkbox"/> Little Italy	Ambush	Northern end of the park on Center, White, and Baxter St.	Tommy Gun	20%	60%	None	None	Possible ambush after buying tommy gun ammo
<input type="checkbox"/> Little Italy	Ambush	Corner of Lafayette and Chambers St.	Molotov	20%	60%	None	None	Possible ambush after buying Molotovs
<input type="checkbox"/> Little Italy	Ambush	The circle at the southern-most end of Broadway	Revolver Level 2	40%	100%	None	None	Possible ambush after upgrading the revolver
<input type="checkbox"/> Little Italy	Ambush	Underground water works near the corner of Sterner St. and Tucker Lane	Shotgun Level 3	40%	100%	None	None	Possible ambush after upgrading the shotgun
<input type="checkbox"/> Little Italy	Family Fight	Park between Worth, Court, Lafayette, and Center St.	Revolver Level 3	30%	100%	None	None	Possible Family fight after upgrading the revolver
<input type="checkbox"/> Little Italy	Execution	In the alley on Center, between Canal and Hester St.	N/A	50%	50%	None	None	Rival Family executes an innocent
<input type="checkbox"/> Little Italy	Execution	In the alley on Lafayette, between Chambers and Park St.	N/A	50%	50%	None	None	Rival Family executes a Corleone
<input type="checkbox"/> Brooklyn	Ambush	Old Fulton St., near Doughty St.	Tommy Gun	20%	60%	None	None	Possible ambush after buying tommy gun ammo
<input type="checkbox"/> Brooklyn	Ambush	Henry St., near Remsen	Magnum	20%	60%	None	None	Possible ambush after buying magnum ammo
<input type="checkbox"/> Brooklyn	Ambush	Plymouth St., under the Manhattan Bridge	Pistol Level 2	40%	100%	None	None	Possible ambush after upgrading the pistol
<input type="checkbox"/> Brooklyn	Family Fight	The southern park between Lawrence, Bridge, Tillary, and Fulton	Bomb	30%	100%	Dynamite Molotov	Dynamite Molotov	There are some crates with weapons inside near this black market merchant; your Family vs. a rival Family
<input type="checkbox"/> Brooklyn	Stolen shipment	Southern shipping yard between Willow, Furman, Vine, and Cranberry St.	Pistol Level 3	100%	100%	\$2,500	\$10,000	Once per visit to this area, you can steal the shipment from some gangsters
<input type="checkbox"/> Brooklyn	Execution	In the alley west of Church St., between Dock and Adams St.	N/A	50%	50%	None	None	Rival Family executes an innocent
<input type="checkbox"/> New Jersey	Ambush	Alley between 3rd, 4th, Willow, and Newark St.	Shotgun	20%	60%	None	None	Possible ambush after buying shotgun ammo
<input type="checkbox"/> New Jersey	Ambush	14th near Garden Parkway Viaduct	Dynamite	20%	60%	None	None	Possible ambush after buying dynamite
<input type="checkbox"/> New Jersey	Ambush	Train tunnel east of Garden Parkway Viaduct	Shotgun Level 3	40%	100%	None	None	Possible ambush after upgrading the shotgun
<input type="checkbox"/> New Jersey	Family Fight	Park between 4th, 5th, Park, and Newark St.; starts in the alley by the church	N/A	30%	100%	None	None	Possible Family fight in the park that starts near the church
<input type="checkbox"/> New Jersey	Stolen shipment	In the southern lane of the Lincoln Tunnel, shortly after exiting the New Jersey main	N/A	30%	100%	\$1,000	\$1,000	One of the gangsters in this tunnel and has some money for the taking
<input type="checkbox"/> New Jersey	Stolen shipment	In the southern lane of the Holland Tunnel, midway through	N/A	30%	100%	\$1,000	\$1,000	One of the gangsters in this tunnel has some money for the taking
<input type="checkbox"/> New Jersey	Stolen shipment	Toward the center of the train yard	N/A	100%	100%	\$2,500	\$10,000	Once per visit to this area, you can steal the shipment from some gangsters
<input type="checkbox"/> New Jersey	Execution	On Newark St. between 2nd and 3rd St.	N/A	50%	50%	None	None	Rival Family executes an innocent
<input type="checkbox"/> New Jersey	Fight	Eastern side of the train yard, around the middle	N/A	100%	100%	\$0	\$4,800	Once per visit to this area, killing an innocent bum in the rail yard angers his friends

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Tables and Lists

AREA	TYPE OF ENCOUNTER	LOCATION	BMM* INVOLVED	FREQUENCY (DAY)	FREQUENCY (NIGHT)	REWARD MIN	REWARD MAX	DESCRIPTION
<input type="checkbox"/> Hell's Kitchen	Ambush	Western shipping yard near 12th Ave.	Bomb	20%	60%	None	None	Possible ambush after buying a bomb
<input type="checkbox"/> Hell's Kitchen	Ambush	33rd St. off 7th Ave.	Tommy Gun	20%	60%	None	None	Possible ambush after buying tommy gun ammo
<input type="checkbox"/> Hell's Kitchen	Ambush	The northern park on 52nd St.	Magnum Level 3	40%	100%	None	None	Possible ambush after upgrading the magnum
<input type="checkbox"/> Hell's Kitchen	Family Fight	The court at the end of Galvin St.	Pistol/ Magnum Level 2	30%	100%	None	None	Possible ambush when approaching the magnum upgrade black market merchant
<input type="checkbox"/> Hell's Kitchen	Family Fight	Under the highway just south of the main area of Hell's Kitchen	N/A	40%	100%	\$1,000	\$1,000	One of the gangsters under this overpass has some money for the taking
<input type="checkbox"/> Hell's Kitchen	Stolen shipment	The northernmost section of the train yard	N/A	100%	100%	\$2,500	\$10,000	Once per visit to this area, you can steal the shipment from some gangsters
<input type="checkbox"/> Hell's Kitchen	Execution	In the alley north of 42nd St. between 9th and 10th Ave.	N/A	50%	50%	None	None	Rival Family executes an innocent
<input type="checkbox"/> Hell's Kitchen	Execution	In Marinelli's Fish Shop on 42nd St. between 10th and 11th Ave.	N/A	50%	50%	None	None	Rival Family executes an innocent
<input type="checkbox"/> Hell's Kitchen	Stolen shipment	In the sewers around Peter, Philip, and Luce St. on the highway	Molotov	100%	100%	\$10,000	\$25,000	Once per visit to this area, you can steal the shipment from a gang of bellboys
<input type="checkbox"/> Midtown	Ambush	Directly west of the hospital on Second Ave.	Dynamite	20%	60%	None	None	Possible ambush after buying dynamite
<input type="checkbox"/> Midtown	Ambush	Madison Square Park, between 23rd and 25th St., 5th and Madison Ave.	Tommy Gun	20%	60%	None	None	Possible ambush after buying tommy gun ammo
<input type="checkbox"/> Midtown	Ambush	Park north of East 79th St.	Tommy Gun Level 2	40%	100%	None	None	Possible ambush after upgrading the tommy gun
<input type="checkbox"/> Midtown	Ambush	Southern side of the 25th St. and 3rd Ave. intersection	Tommy Gun Level 3	40%	100%	None	None	Possible ambush after upgrading the tommy gun
<input type="checkbox"/> Midtown	Family Fight	Bryant Park, between 40th and 42nd St., 5th and 6th Ave.	N/A	30%	100%	\$2,500	\$10,000	Possible Family fight in the park that ends with a crate of money
<input type="checkbox"/> Midtown	Execution	Raphael's flower shop on 6th between 34th and 40th St.	N/A	50%	50%	None	None	Rival Family executes an innocent

* Black Market Merchant

TASKS TO REACH 100 PERCENT GAME COMPLETION

Below are the tasks the must be completed to obtain each of the three endings. Note that some tasks (such as the random encounters and film reels) are *not* needed.

TASK	NUMBER OF VENUES/ITEMS	TOTAL PERCENTAGE*
UNDERBOSS: ENDING (#1)		
<input type="checkbox"/> Complete all missions (excluding rendezvous missions)	17	16.67 percent
DON ENDING (#2)		
<input type="checkbox"/> Complete all missions (excluding rendezvous missions)	17	16.67 percent
<input type="checkbox"/> Take over all compounds	4	16.67 percent
DON OF NYC ENDING (#3)**		
<input type="checkbox"/> Complete all missions (excluding rendezvous missions)	17	16.67 percent
<input type="checkbox"/> Complete all contract hits (except Tessio's)	15	16.67 percent
<input type="checkbox"/> Complete all business extortions	84	16.67 percent
<input type="checkbox"/> Seize all rackets	56	13.72 percent
<input type="checkbox"/> Seize all warehouses	8	1.96 percent
<input type="checkbox"/> Seize all transport hubs	4	0.97 percent
<input type="checkbox"/> Take over all compounds	4	16.67 percent
<input type="checkbox"/> Gather all collectibles	146***	16.67 percent
Total		100 percent

* This percentage is how much this adds to the 100 percent completion when the entire task is complete.

** The Don of NYC Ending (#3) is available once 92 percent of the game is complete.

*** 22 execution styles, + 24 safehouses + 100 safes heisted.

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"I am honored and grateful that you have invited me to your home..."

—Luca Brasi



Little Italy concepts

1. Mott Street—Street scene of Little Italy
2. Mott Street—View showing placards, signs, and stalls
3. China Town—Early concept
4. Inside St. Pat's



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Little Italy concepts

- 5. The Alley—Spot for a brawl, and to meet Luca Brasi
- 6. Tenement study—Concept sketch
- 7. The Bowery—Famous rail line with Bowery street below
- 8. Manhattan Cocktail—Early concept of vehicle explosions
- 9. Genco Olive Oil Import Co.—Base of Corleone's operations

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“Tell Mike it was only business. I liked him.”

—Salvatore Tessio



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Brooklyn and New Jersey concepts

1. Brooklyn Heights—Leafy suburb
2. The Navy Yard—Sailors docking
3. Brooklyn Bridge by car—Through a rain-soaked windshield
4. Brooklyn Bridge on foot—Gazing at Manhattan

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Brooklyn and New Jersey concepts

- 5. Across East River—Looking at the Brooklyn Bridge, facing south-west
- 6. The Bronx—Early study of the Bronx, similar to New Jersey's topography
- 7. The Dump—Giant cranes fill rusting barges full of waste

*“Follow the shit upstream, see
where it’s coming from...”*

—Sonny Corleone



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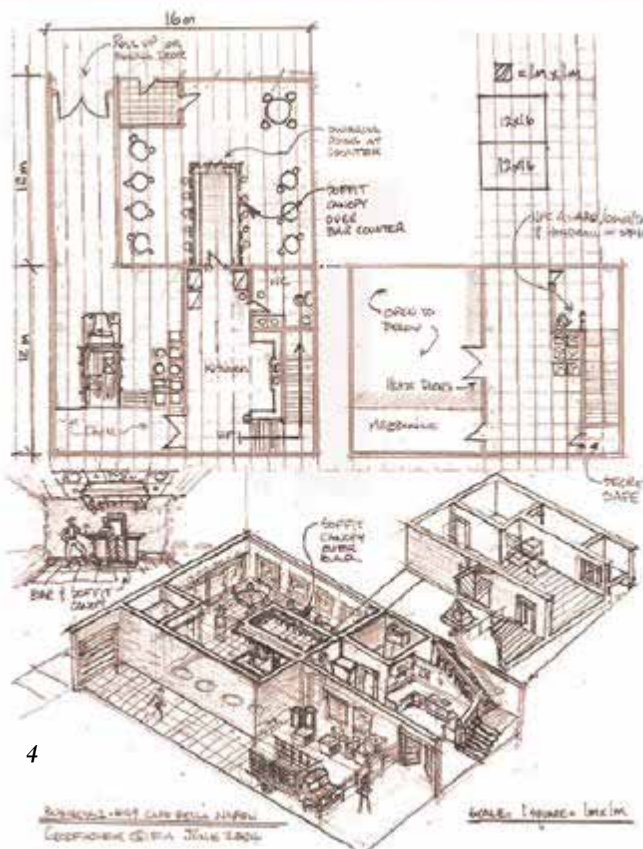
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Hell's Kitchen concepts

1. Sleazy Joint—Concept of a cabaret club
2. 42nd Street—Early study of Hell's Kitchen road.
3. Downtown Police Station—Originally, the cop shops were more ornate.
4. Café Bella Napoli—Early sketch, which turned into a restaurant type.
5. The Tattoo Shop—Study showing an ink artist
6. The Rail Yards—Study of the train tracks



"You know any goodest spots on the west side?"

—Peter Clemenza



Midtown concepts

1. Fifth Avenue—Early Midtown artery
2. Park Avenue—Grand Central Station
3. Midtown Tunnel—This early sketch changed very little.
4. Midtown Skyline—Impression of New York from hotel window
5. Night Clubbing—The cream of New York society



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Corleone Family artwork

1. Christmas Day—Don Vito purchasing oranges
2. Don Vito render—Archetypal image of Don Corleone
3. The Meeting—Tom, Don Vito, Sonny, and Fredo have a sit-down.



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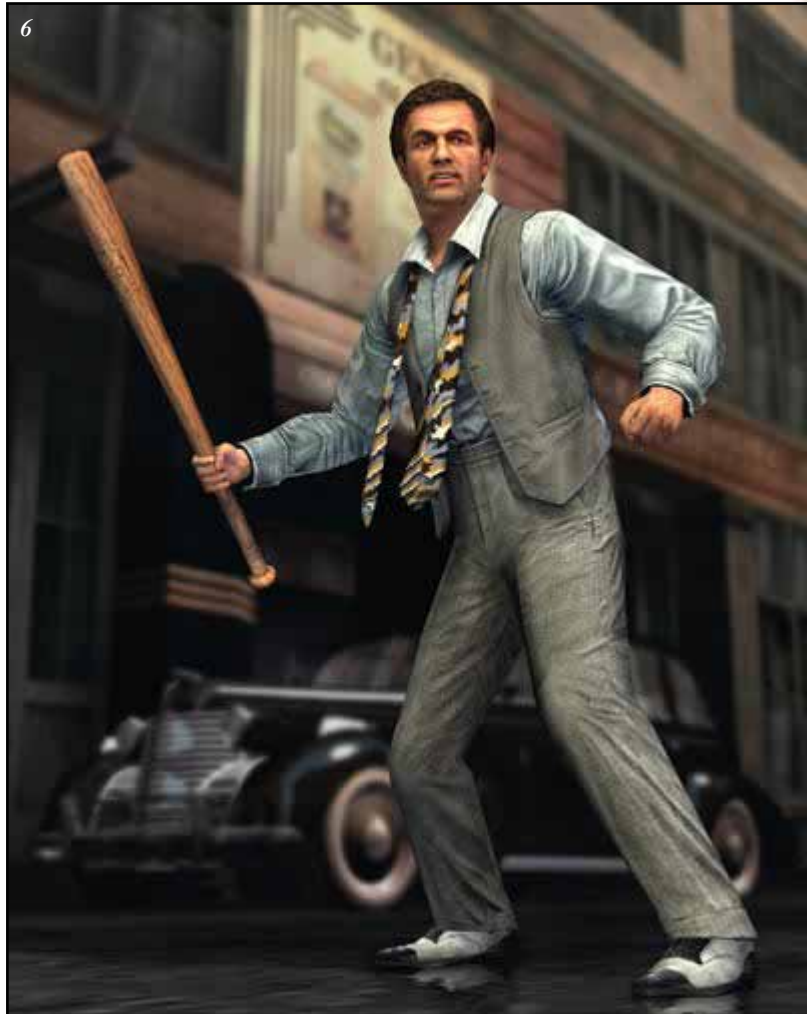
Corleone Family artwork

- 4. Sonny Portrait—Detailed character render
- 5. A Sharp Suit—Sonny dressed up for a ceremony
- 6. Sonny's Rampage—Santino takes it to the streets.
- 7. The Death of Sonny—The toll booth incident

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"Look how they massacred my boy.."

—Don Vito Corleone

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Character artwork

1. Luca Brasi—Detailed character render
2. Marty "Monk" Malone—Detailed character render
3. Clemenza's Insurance—Peter's preferred weapon
4. Peter Clemenza—Detailed character render
5. The Garrote—Brasi's assassination
6. The Meeting—Luca greets Don Vito.
7. Sal and Pete—Plotting their next move



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Character artwork

8. Trapani and Malone—*After Frankie's rescue*
 9. The Daughter—*Concept art of Maria Bonasera*
 10. Tessio—*Study of Salvatore Tessio*
 11. Model Sheet—*Inhabitants and their heights*

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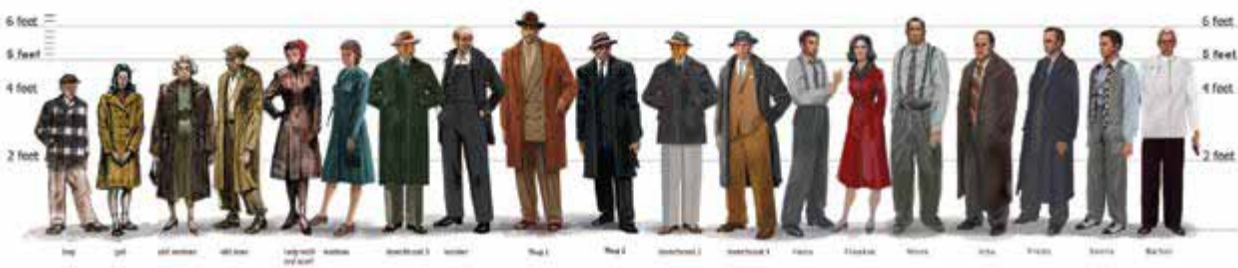


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Model Sheet for Barber Shop Scene



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